

Kerbal Space Program - Bug #1153

Attempting to place parts bisymmetrically on tri- or quad-adapters causes symmetry to enter bad state

07/28/2013 02:05 PM - Conscars

Status:	Closed	Start date:	07/28/2013
Severity:	Normal	% Done:	100%
Assignee:			
Category:	Parts		
Target version:			
Version:	0.21.1	Language:	English (US)
Platform:	Any	Mod Related:	No
Expansion:			

Description

What happens:

Attempting to increase symmetry while placing parts on a tri- or quad-adapter in SPH allows symmetry to increase beyond 2.

Steps to reproduce:

1. Place a quad- or tri-adapter inline on the vessel.
2. Make sure symmetry is set to none.
3. Pick up an inline part such as a fuselage or engine.
4. Hover the inline part over one of the 3 or 4 adapter connectors so that it is green.
5. Use the symmetry hotkey to switch to bisymmetry.
6. Symmetry is now in a bad state. Symmetry seems to be internally 3 or 4 depending on the adapter, but parts are placed in bisymmetrical way. For example, if a quad-adapter was used to create the bug, then the player attempts to place a radially-attached part, the part will be placed once on the left side of the aircraft and 3 times on the right side (overlapped). If the player continues to press the symmetry button, the internal symmetry will continue to rise without bound.

Alternative way to reproduce:

1. Switch to bi-symmetry before placing the part on the adapter.
2. Hover the part over the adapter. As soon as it snaps into place, the symmetry has increased to 3 or 4.

Notes:

- Bi-adapters do not cause this problem.
- Works for both old adapters and the new 0.21 adapters.
- The bug is resolved by hovering a radially-attached part over a fuselage and using Shift+X to reverse the symmetry back down to none.

Debug info:

- The debug menu gives error-level logs about animation index 2 being out of bounds. If the player attempts to place a radially-attached part and keeps increasing symmetry, the log message repeats and the index will reflect the internal symmetry.

System & game version:

- Windows 7 64 bit
- GeForce GTX 660 Ti
- Tested with KSP 0.21.1

History

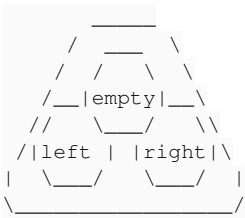
#1 - 07/17/2016 09:24 AM - TriggerAu

- Status changed from New to Needs Clarification

#2 - 07/19/2016 07:09 PM - ____

With R to change symmetry mode, there are no "bad states" any more. No error in the debug console either.

However, it is not possible to place something mirrored to two nodes:



Which might be what Conscars wanted to.

#3 - 11/11/2016 12:32 PM - sal_vager

- Status changed from Needs Clarification to Ready to Test
- % Done changed from 0 to 80

This was fixed before 1.2, the expected behaviour is now for all nodes on a tri or quad adapter to be filled when using > 1 symmetry.

#4 - 06/22/2017 08:27 PM - Squelch

- Status changed from Ready to Test to Resolved
- % Done changed from 80 to 100

#5 - 06/22/2017 08:27 PM - Squelch

- Status changed from Resolved to Closed