

## Kerbal Space Program - Feature #1227

### Merge SPH and VAB symmetry behaviour

08/21/2013 10:33 PM - sibaz

<b>Status:</b> Closed	<b>% Done:</b> 100%
<b>Severity:</b> Low	
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b>	
<b>Platform:</b> Windows	<b>Mod Related:</b> No
<b>Expansion:</b>	

#### Description

I noticed in the VAB the symmetry icon, has a circle in the centre of it, and it distributes axis of symmetry evenly, according to the number of lines. Which is perfect for building a craft with a forwards and a back, but not a top and bottom.

However in the SPH, it has a square in the centre, and the axis seem to be split left and right, before being then split according to the number of lines. This is perfect for something with clear top and bottom, where bi-symmetry means topleft/topright and not topleft/bottomright. Which is useful for rovers as well as planes.

As it is not yet possible to design a craft in the SPH and then mount it on a rocket, in the VAB, it would be good if the type of symmetry could be configured in both houses, so that planes and rovers can be easily built in the VAB and orbital rockets can be built (and attached to space planes) in the SPH

#### History

##### #1 - 01/05/2016 12:44 PM - Wacov

Hasn't this been added? It's not obvious, but you can press 'r' in either editor to cycle symmetry modes.

##### #2 - 01/05/2016 05:37 PM - sibaz

Wacov wrote:

Hasn't this been added? It's not obvious, but you can press 'r' in either editor to cycle symmetry modes.

Indeed, 0.21 was long ago and this has since been added.

##### #3 - 07/17/2016 11:27 PM - Claw

- Status changed from New to Closed
- % Done changed from 0 to 100
- Platform Windows added
- Platform deleted (Any)