Kerbal Space Program - Feedback #13393

Cubic nodes should support symmetric count

12/08/2016 08:48 PM - AlffromKerbal

Status:	New			
Severity:	Unworthy			
Assignee:				
Category:	Parts			
Target version:				
Version:	1.2.2	**Language:**	English (US)	
Platform:	Linux	**Mod Related:**	No	
Expansion:				

Description

Recently, using "The Not-Rockomax Micronode" and "Rockomax HubMax Multi-Point Connector" i needed to add stuff to each side individually.

Since you can control adding stuff asymmetric by selecting count of 1, which doesn't get overwritten by count of symmetric count of parent part, it should be possible to use symmetric count of 4 at nodes.