Kerbal Space Program - Bug #15574

Translate widget doesn't respect symmetry when moving strut's 2nd endpoint

06/29/2017 04:18 PM - Snark

Status:	Confirmed		**Start date:**	06/29/2017
Severity:	Normal		**% Done:**	10%
Assignee:				
Category:	Gameplay			
Target version:				
Version:	1.3.0		**Language:**	English (US)
Platform:	Windows		**Mod Related:**	No
Expansion:				

Description

1. Make a new ship in the VAB.
2. Attach some parts (e.g. fuel tanks) around the central core, in a symmetry group.
3. With symmetry still turned on, place a strut endpoint on one of the radial parts.
4. When it prompts you to place the second strut endpoint, put that on the central core.
5. Everything is now nice and symmetric, as expected.
6. Press '2' to choose the translator widget.
7. Click on one of the **inner** strut endpoints (i.e. the endpoint on the central core).
8. Move it with the translator widget.

Expected: all of the inner endpoints should move together, as a symmetry group.
Actual: just the one selected inner endpoint moves, thus making things asymmetric.

This seems pretty important to fix, since it makes the new KSP 1.3 ability to move either strut endpoint pretty much useless. Struts in this scenario will virtually always be in a symmetry group, and broken symmetry = broken ship.

History

#4 - 07/01/2017 12:51 AM - bewing

- Status changed from New to Confirmed

- % Done changed from 0 to 10