# Kerbal Space Program - Bug #1607

## Subassembly won't connect.

10/22/2013 11:44 AM - m1nd0

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| **Status:** | Not a Bug | **Start date:** | 10/22/2013 |
| **Severity:** | Low | **% Done:** | 0% |
| **Assignee:** | | | |
| **Category:** | Gameplay | | |
| **Target version:** | | | |
| **Version:** | 0.22 | **Language:** | English (US) |
| **Platform:** | Windows | **Mod Related:** | No |
| **Expansion:** | | | |

**Description**

I made a subassembly but it seems that subassemblies only connect from the part from which they were created.
See movie for explanation.

http://www.youtube.com/watch?v=TkH4p-7k5Dw

I can never save a craft as a subassembly unless I start building it from the top with a useless command module and later-on create a subassembly from everything beneath the pod. It would be nice if subassemblies connected on all connectable parts and not only the part from which is has been saved.

### History

**#1 - 10/22/2013 12:59 PM - Ted**

*- Tracker changed from Feature to Bug*

*- Category changed from Gameplay to 81*

*- Status changed from New to Not a Bug*

*- % Done changed from 0 to 100*

Ah, it appears that it's trying to attach via the root node, not the free node. This is most likely due to it being the one you selected when dropping the sub into the UI. The way the subs work is that it will reattach from the node that you detached it from. It's a bit confusing, I know, but it's manner in which it works for the moment.
Thanks for the video and report though, very helpful!

**#2 - 12/15/2013 09:43 AM - thefsfempire**

I'm having the same issue. I built a rover with an OKTO2 command module and no matter which part of the rover I select first (shift + left click on the decoupler on top of rover) and save as a subassembly, it always makes me reattach the rover where the OKTO2 is located.