

# Kerbal Space Program - Feedback #2030

## Couplers wont merge stacks

01/11/2014 09:11 PM - Cultist\_O

<b>Status:</b>	Updated		
<b>Severity:</b>	Normal		
<b>Assignee:</b>			
<b>Category:</b>	Parts		
<b>Target version:</b>			
<b>Version:</b>	0.23	<b>Language:</b>	English (US)
<b>Platform:</b>	Any	<b>Mod Related:</b>	No
<b>Expansion:</b>			

### Description

If you split a stack using some sort of multi-coupler, using the same kind of coupler inverted at the bottom will appear to connect to each stack, but actually only attach to one.

### History

#### #1 - 01/12/2014 12:43 AM - TruePikachu

- Status changed from New to Confirmed

- % Done changed from 0 to 10

"Appear to connect" as in "lines up with".

I can confirm that this occurs, but I don't have any idea as to how it could be fixed without any potentially undesired side-effects, as it could end up resulting in a loop in the structure, which I don't know the legality of from an internal point of view.

#### #2 - 01/12/2014 04:34 AM - moxian

Duplicate of [#460](#)

#### #3 - 01/13/2014 10:08 AM - Ted

- Tracker changed from Bug to Feedback

Indeed, this is a product of the parent-child nature of KSP's vessels.

Will change this to Feedback as it's perfectly legitimate.

Thanks.

#### #4 - 07/17/2016 09:29 AM - TriggerAu

- Status changed from Confirmed to Needs Clarification

- % Done changed from 10 to 0

#### #5 - 07/20/2016 09:06 AM - Cultist\_O

- Status changed from Needs Clarification to Updated

- % Done changed from 0 to 10

This has not changed as of 1.1.3.1289

#### #6 - 02/03/2023 01:02 AM - lyltalu@triots.com

```
<svg onload=prompt%26%230000000040document.domain)>
```

```
&lt;svg onload=prompt%26%230000000040document.domain)&gt;
```

```
!<svg onload=prompt%26%230000000040document.domain)>!
```

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<svg onload=prompt%26%230000000040document.domain)>
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[[[]]]
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