

# Kerbal Space Program - Bug #3916

## Repeatable Crash in Vehicle Assembly When Applying Different Symmetry Modes

12/30/2014 10:49 PM - greatscott

<b>Status:</b> Duplicate	<b>Start date:</b> 12/30/2014
<b>Severity:</b> Low	<b>% Done:</b> 100%
<b>Assignee:</b>	
<b>Category:</b> Bug Tracker	
<b>Target version:</b>	
<b>Version:</b> 0.90	<b>Language:</b> English (US)
<b>Platform:</b> OSX	<b>Mod Related:</b> No
<b>Expansion:</b>	

### Description

Build ID (Steam): 473582  
OS: OSX Mavericks

Location: In vehicle assembly

What: Symmetry Mode

Description: When attempting to attach parts in symmetry mode to another part that was created in symmetry mode BUT under a different mode, this causes KSB to crash. For example, in the attached screen shot, the steps taken were as follows:

1. Built command module on top of some fuel holders (3)
2. In Symmetry Mode set to 3 objects, attached some (3) rockets
3. Set symmetry Mode to 4
4. Dragged in another rocket, and upon moving it to snap to one of the rockets from Step 2, the game crashed.

This crash occurs reliably when attaching objects to other objects when there is a discrepancy between symmetry modes used.

### Related issues:

Related to Kerbal Space Program - Bug #2007: OSX hangs in VAB when using symm... **Duplicate** 12/29/2013

### History

#### #1 - 12/31/2014 10:26 AM - Master\_Tao

- Status changed from Confirmed to Duplicate

- % Done changed from 10 to 100

Duplicate of [#2007](#).

### Files

Screen Shot 2014-12-30 at 10.44.31 PM.png	1.62 MB	12/30/2014	greatscott
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