

## Kerbal Space Program - Bug #3972

### Changing symmetry mode in SPH causes hang

01/15/2015 07:32 PM - krysztov

<b>Status:</b>	Duplicate	<b>Start date:</b>	01/15/2015
<b>Severity:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Gameplay		
<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

Playing 0.90 on a 2009 MacBook Pro running OSX 10.7.

Attempting to mount fuselages on end of wings, symmetry always defaults silently to radial. When I press R to change the symmetry mode back to "mirror" (so I can place gear on the underside), the game freezes and must be force-quit.

The wing in question (that I've been trying to use) is the wide rectangular one with lift rating 2, and the fuselages tried were assemblies of either mk.1's, or mk.1's with the Mk 1 Fuselage - Intake at the front, I believe both with and without nose cones on the front end and with basic jet engines on the back were tried.

#### History

#1 - 02/16/2015 10:47 AM - jonnyp

- Status changed from New to Duplicate

- % Done changed from 0 to 100

Thanks for the report, this is something that has been noticed before, and I'm hoping will be fixed sooner rather than later.