

Kerbal Space Program - Feature #564

Symmetry groups for parts

05/02/2013 04:15 AM - BloodyRain2k

Status:	New	% Done:	0%
Severity:	Low		
Assignee:			
Category:	Parts		
Target version:			
Platform:	Any	Mod Related:	No
Expansion:			

Description

It is possible to make parts support symmetry like NovePunch's 3m 7x1m plate which has 3x2 symmetry I think and in my case 6x symmetry for the outer 6 nodes.

But that's not very flexible nor useful for things like the 6way node.

So maybe there could be symmetry groups be defined in the cfg to define the nodes for a set symmetry (node_stack would be left out since it wouldn't be used for something else, I think)

```
SYMMETRY {  
left  
right  
}
```

```
SYMMETRY {  
front  
back  
}
```

```
SYMMETRY {  
front  
back  
left  
right  
}
```

Now with these it'd depend on the symmetry mode active when trying to attach something to a node where it should check.

So when you try to attach something to the front in 4x it would attach it also to back, left and right.

But if you'd attach something in 2x it'd only be attached to the back.

This might be a fiddely to do for cfg makers but I think it should give freedom for special parts that might have multiple nodes on certain sides or weird offsets.