

Kerbal Space Program - Feature #766

New Angle Snap and Symmetry options.

06/07/2013 08:25 PM - rditto48801

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

Description

Two options I was wondering about, and if they would be practical or functional enough to put into KSP.

New Angle Snap options:

The first suggestion, in essence, having an option to switch between how angle snap works.

Of having an Angle Snap selector, next to the Symmetry/snap to selectors in the VAB/SPH.

Options would be Horizontal Only (present VAB default), Vertical Only (present SPH default), and Both.

It could be useful when it comes to 'radial' parts on some 'flat sided' craft (such as the stock 'rover body'), since it can be tricky trying to place multiple parts on the sides be lined up vertically.

I had this suggestion on the forums once before, I think before the forum implosion the other month.

A related idea would be a secondary toggle to adjust how much/how little distance there would be between angle snapping points, to allow for more precise placement of parts with angle snap. (normal/present default, 1/2, 1/4 and 1/8 angle snap spacing?)

New Symmetry Options:

The second suggestion is one I have seen pop up on the forums at times.

Of the ability to switch how Symmetry works. Such as using SPH type Symmetry in the VAB, and vice versa.

It could help reduce the hassle of some types of craft designs that have radial segments/branches, such as those meant for space station hubs and the like.

Would either such option be possible, or would either or both be too tricky/impractical to implement into KSP?

History

#1 - 08/16/2013 10:38 AM - Ted

- Category set to *Gameplay*

- Severity changed from *Petty* to *Unworthy*