

## Kerbal Space Program - Bug #781

### Error in symmetry 2x2 = 3?

06/16/2013 02:53 AM - doctorzuber

<b>Status:</b> Closed	<b>Start date:</b> 06/16/2013
<b>Severity:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b>	
<b>Category:</b> Gameplay	
<b>Target version:</b>	
<b>Version:</b> 0.20.2	<b>Language:</b> English (US)
<b>Platform:</b> Windows	<b>Mod Related:</b> No
<b>Expansion:</b>	

#### Description

Reverted back to no mods on a clean save to verify behavior  
Here's the STR

- 1> Choose a Mk 1 Lander Can
- 2> Select a 1x1 panel (do not place yet)
- 3> press X
- 4> place the 1x1 panel on the side of the can
- 5> select another 1x1 panel (do not place yet)
- 6> line up the 1x1 panel on the edge of the first 1x1 panel
- 7> press A, Press X, place the panel
- 8> reselect and replace the first 1x1 panel in the same place

You should now have 7 parts. a lander can, and a 1x3 on each side

- 9> try placing a part on any of the four panels on the ends
- 10> laugh

Pretty sure it's not supposed to do that. Note, this can be replicated with other parts, this was just the quickest and easiest STR I could find for it.

#### History

##### #1 - 07/03/2013 11:51 AM - doctorzuber

- File 2x Symmetry Fig 2.png added
- File 2x Symmetry Fig 3.png added

Here's an alternate STR, and some additional screenshots.

- 1> Mk1 Lander Can
- 2> Jr. Docking port on top
- 3> FLT-200 on top of the docking port
- 4> radially attach 6 Jr. Docking ports to the fuel tank (see fig 2)
- 5> carefully detach the first docking port, and move it to the side using 2x symmetry
- 6> try attaching anything, to any of the 12 various docking ports. (see fig 3)
- 7> cry

##### #2 - 08/14/2013 02:25 PM - Ted

- Category set to Gameplay

##### #3 - 08/16/2013 12:41 AM - triffid\_hunter

yep, KSP does lots of weird stuff with stacked symmetry.

Other bugs that occur when stacking symmetry are:

- when setting action groups, only some objects are selected. Eg on a 4+4=16 stacked symmetry, it'll select all items in the local 2nd level group of 4, but only 1 out of 4 on the other 3 first level groups. I.e.; with (xxxx)(xxxx)(xxxx)(xxxx), if I click on the first 'x', it will select (XXXX)(Xooo)(Xooo)(Xooo) [X = selected, o = not selected]

- multiple parts placed on top of each other, causing spontaneous rapid disassembly and phantom forces once launched. Usually these can be spotted from the Z-buffer ghosting, but sometimes it's only visible from certain angles.
- When using Editor Extensions (or simply moving craft files around the filesystem) to switch between VAB and SPH, things get extremely strange when you try to place mirrored parts on something with VAB symmetry

I would dearly love for this to be sorted out! I do not believe that there's any ambiguity as to what is correct behaviour in each case, the code just needs a good eyeballing to find the few changes which will allow stacked symmetry to work correctly.

**#4 - 07/17/2016 09:24 AM - TriggerAu**

- Status changed from New to Needs Clarification

**#5 - 07/17/2016 08:18 PM - Claw**

- File screenshot1820.png added

- Status changed from Needs Clarification to Closed

- % Done changed from 0 to 100

- Platform Windows added

- Platform deleted (Any)

Fixed in 1.1.X, panels and docking ports tested as described above.

**Files**

2x symmetry bug.png	1.52 MB	06/16/2013	doctorzuber
2x Symmetry Fig 2.png	855 KB	07/03/2013	doctorzuber
2x Symmetry Fig 3.png	1.26 MB	07/03/2013	doctorzuber
screenshot1820.png	2.51 MB	07/17/2016	Claw