

Kerbal Space Program - Bug #8791

Wrong symmetry inherited by cloned parts in the SPH..

04/10/2016 09:10 AM - tkoyah

Status:	Duplicate	Start date:	04/10/2016
Severity:	Normal	% Done:	100%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.0.1	Language:	English (US)
Platform:	OSX, Windows	Mod Related:	No
Expansion:			

Description

When parts are cloned in the SPH (by ALT-clicking on a part to make a new part), child-parts that were built using MIRROR-symmetry seem to be cloned as parts using RADIAL symmetry. I've attached a image with screen-shots to easily duplicate the problem. I'll also describe it with text below:

STEP ONE: Start in the SPH and select a Probodobodyne RoveMate.

STEP TWO: Attach an M-1x1 Structural Panel to one end.

STEP THREE: Turn on symmetry and add an M-Beam 200 I-Beam Pocket Edition. (Press the D key to lay it horizontally, as if the two I-Beams were one big axle.)

STEP FOUR: Continuing to use symmetry, add some Wheels to the ends of the I-Beams. (I've used the TR-2L Ruggedized Vehicular Wheel, but the exact type doesn't matter.)

STEP FIVE: Turn symmetry off. Alt-Click on the Structural Panel to clone it, the I-Beams, and the Wheels. Then attach the cloned parts to the other end of the RoveMate.

STEP SIX: Turn symmetry on. Drag a basic OX-STAT Photovoltaic Panel over to the original Structural Panel. Take care not to touch any of the cloned parts as you drag the Photovoltaic Panel over to the rover. Note that the symmetry is correct at this stage. (ie: mirror symmetry)

STEP SEVEN: Drag the Photovoltaic Panels over the original I-Beams. Note that the symmetry still behaves as it should.

STEP EIGHT: Drag the Photovoltaic Panels over the RoveMate. Symmetry is still mirror symmetry, as it should be.

STEP NINE: Drag the Photovoltaic Panels over the cloned Structural Panel. Symmetry still behaves as it should.

STEP TEN: Now drag the Photovoltaic Panels over the cloned I-Beams. Symmetry switches to RADIAL symmetry!

STEP ELEVEN: Drag the Photovoltaic Panels over the cloned Wheels. Symmetry is still radial symmetry, rather than mirror symmetry.

STEP TWELVE: Drag the Photovoltaic Panels over the cloned Structural Panel again. Symmetry stays as radial. (Not necessarily a bad thing, as the Structural Panel has no symmetry set.)

STEP THIRTEEN: Drag the Photovoltaic Panels over the RoveMate and original Structural Panel. The symmetry remains radial.

STEP FOURTEEN: It's only when dragging the Photovoltaic Panels over the original I-Beams that symmetry switches back to mirror symmetry.

CONCLUSION: I **think** the cloned parts that have symmetry have been cloned with the symmetry-type set incorrectly. ie: Symmetry is set to radial symmetry, rather than mirror symmetry, as they should be.

Note: This doesn't seem to be a problem in the VAB. Cloned child-parts originally placed using radial symmetry still have radial symmetry. Looks like this is just a problem for the SPH.

Note 2: Couldn't work out what version-number to pick from the drop-down list in this bug-tracker. On Windows it says 1.0.1.1196.

When I launch I always choose "Launch Kerbal Space Program" not "Launch KSP (64 bit)".

Note 3: Verified this with two different installs of KSP (One OS-X, one Windows 10) .. both were clean installs. ie: Enrolled in the test-versions, let KSP update to the latest test version, used Steam's "Delete Local Content" option, then trashed the any remaining KSP game folder, and re-installed KSP clean. No MODs, only a single PNG file for the New Zealand flag. :)

History

#1 - 04/10/2016 07:24 PM - tkoyah

- *Status changed from New to Duplicate*

- *% Done changed from 0 to 100*

Sorry .. Didn't realise I had posted this to the release channel.

Someone please kill it. I'll re-post this to the pre-release channel where it belongs.

Files

KSP_tiles-symmetry-bug-text-nolowZ.jpg	729 KB	04/10/2016	tkoyah
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