

Kerbal Space Program - Feature #1161

Rotating the First Part Placed in VAB also rotates Symmetry Frame of Reference for Placing Parts

07/30/2013 10:00 PM - GiggityOne45

Status:	New	% Done:	0%
Severity:	Petty		
Assignee:			
Category:	Parts		
Target version:			
Platform:	Win32	Mod Related:	No
Expansion:			

Description

NOTE: Not sure if this has already been reported before.

What happens: In the vehicle assembly building, placing parts on a craft after rotating the first placed part causes any subsequent symmetrically placed parts to align along the plane of the first placed part instead of the part components are being attached to.

How to reproduce:

- Enter the vehicle assembly building
- Place the first part (Fuel Container, Lander Can, etc.)
- Attach a lengthwise part (Fuel Container, Iron Bar, etc.) below or above the first placed part
- Rotate the craft from an up and down position to a side-to-side position (from the y-axis to the x-axis, assuming a Cartesian Plane)
- Attach a radial part with another attachment point (used a docking port)
- Attach a lengthwise part (Fuel Container) at the attachment point of the radial part (docking port)
- Change symmetry (more noticeable at higher symmetries) from one to two (or higher)
- Place parts along the last lengthwise part (Fuel Container)

Expected Behavior:

Parts should align themselves to the body of the lengthwise part.

Actual Behavior:

Parts align themselves along the plane of the original plane of the first placed part (See photo show.png)

Versions Affected:

Only tested on 0.21.1

History

#1 - 07/30/2013 10:02 PM - GiggityOne45

In the photo, the first placed part is the MK1 Landing Can. The parts in question in the photo are the spotlights along the fuel can.

#2 - 08/13/2013 07:28 PM - triffid_hunter

confirmed, happens on linux too

#3 - 07/27/2015 06:04 PM - Squelch

- Platform Win32 added

- Platform deleted (Windows)

Files

show.png	176 KB	07/30/2013	GiggityOne45
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