

Kerbal Space Program - Bug #18750

Rerooting surface attached parts cause weird bug

04/30/2018 11:01 PM - Alexoff

Status:	New	Start date:	04/30/2018
Severity:	Low	% Done:	0%
Assignee:			
Category:	Parts		
Target version:			
Version:	1.4.3	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

I've found weird bug - after rerooting surface attached parts second part will be attached on an opposite surface. Better to see video. [youtube.com/watch?v=5ydQ6-eU4To](https://www.youtube.com/watch?v=5ydQ6-eU4To)
This bug was founded in 1.4, in 1.3.1 everything was ok

History

#1 - 04/30/2018 11:16 PM - jclovis3

I have observed what you showed us, but if you change the root on the two larger tanks while they are separated, you will find that the other tank will connect the way you want. It looks to me that because the first tank was originally a root, and not a radial connection, it makes for a better root as a separate cluster as well.

#2 - 05/01/2018 12:26 AM - Alexoff

The problem is it works before, I created surface attached subassemblies in 1.3.1. After 1.4 this crafts became broken and I should to make some jungle dances with creating something more challengind than small Duna craft

#3 - 05/01/2018 04:38 AM - jclovis3

Alexoff wrote:

The problem is it works before, I created surface attached subassemblies in 1.3.1. After 1.4 this crafts became broken and I should to make some jungle dances with creating something more challengind than small Duna craft

It will be interesting to see if this change was intended or not. I know they've been working on improving stability of parts and changing how they can connect to one another might just be the trade off to these improvements.

Looking at it again, I noticed that even though the second part is the root of the two larger tank cluster, it was attached radially to one part already and can't be attached radially to another part. It may be the root for handling, but can only be attached on top or bottom of the smaller tank. If you want to place it as the item attached to the smaller tank radially, then you will need to split up the two larger tanks first. Stack it on top of the smaller tank, then grab the outer larger tank and remove it, finally grab the inner larger tank and move it to the side of the small tank before reattaching the outer large tank. I'm assuming you have other part configurations in mind where two identical parts aren't being used here. From a logical stand point though, each item has one parent, and each radial item, once connected to another through radial attachment, can't again be connected to another. You have to break them apart and reassign the order of radial connection.

#4 - 05/01/2018 10:50 AM - Alexoff

Now imagine, that I want to add big cluster of different tanks as subassemblies. For example it was one central 2.5 tank and 6 the same tanks around with engines, struts and other parts. And I want to add it as a surface attached subassemble to my craft with symmetry >1. I should add all parts separately because of this bug? Maybe it will be better to downgrade to 1.3.1, there was no such bug!

And I don't understand your logic - this is bugtracker, it's not "how to tricks game bugs-tracker". For instance, if landing legs just exploding, you shouldn't use landing legs!

#5 - 05/01/2018 04:48 PM - jclovis3

It is a bug tracker yes, but it also serves as a support forum to give work-arounds while you wait for your reported "bug" to be fixed (if they agree it is a bug). You can build your stack once in the right direction, then pick it up from the first part you want to attach radially, change the radial count, and reattach. I do this often when some outer parts in the cluster need to have their own symmetry.

I'm uploading a demo now (needs 10 minutes): <https://youtu.be/nqLx8Uy82PU>

#6 - 05/01/2018 09:29 PM - Alexoff

Captain Obvious, I don't need any advices about building crafts! I have big experience with creating 2500+ parts crafts in KSP, I know several ways to create surface attached subassemblies. It's bugtracker, I reported about game bug.