

## Kerbal Space Program - Bug #19336

### Misplaced fuel lines and structs of rotated subassembly

06/30/2018 02:52 PM - Tomator

<b>Status:</b>	New	<b>Start date:</b>	06/30/2018
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Parts		
<b>Target version:</b>			
<b>Version:</b>	1.4.4	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

#### Description

I've created a relay satellite. But one around the moon is too few. So I put two in the protective shell. But why should I fly twice? So I made a subassembly from the shell with satellites (to use them later) and tried to attach the subassembly a the lower end of the fuel tank - inverted. **When I started to rotate the subassembly, ends of struts and fuel lines went off the shell.** When I move the shell's base those protruded ends move too but by different distance. That's weird.

Of course, this time I can change the root, copy the shell wit satellites using Alt button, rotate it and attach at the bottom (I had yet to recreate the shell which disappeared). I cannot do that using a subassembly which implementation seems invalid.

I attach a screenshot, the subassembly and a ship's stub to illustrate the problem.

#### Files

screenshot4.png	2.3 MB	06/30/2018	Tomator
Two relay satellites.craft	72.8 KB	06/30/2018	Tomator
Bugged subassembly.craft	148 KB	06/30/2018	Tomator