

## Kerbal Space Program - Bug #19339

**Decouplers that are created in symmetry but are seperated into different stages act as 1 when they shouldnt.**

07/01/2018 10:05 AM - Anth12

<b>Status:</b>	Closed	<b>Start date:</b>	07/01/2018
<b>Severity:</b>	Low	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Parts		
<b>Target version:</b>	1.5.0		
<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

Windows 10  
KSP Steam 1.4.4 + MH 1.3

#### Description:

Creating a craft that uses decouplers in symmetry and then used in seperate stages has the problem that once one of the decouplers is activated all of the other decouplers that have been moved to different stages all disappear.

Work Around: right click on the decoupler that is no longer staged to decouple.

Example Craft attached.

Look to Before and After screenshots to see the issue.

Note: This issue happens per set of decouplers that have been put into symmetry.

### History

#### #1 - 07/01/2018 10:33 AM - Anth12

- File 1.4.3 On launching.png added
- File 1.4.3 First Staging.png added
- File 1.4.3 On Second Stage.png added
- File 1.4.3 on Third Staging.png added

GOG KSP 1.4.3 without Making History  
GOG KSP 1.4.4 without Making History

Here are screenshots of how it works for 1.4.3 which means whatever is causing the issue started with 1.4.4.

#### #2 - 07/02/2018 07:36 AM - diomedea

- Status changed from New to Confirmed
- % Done changed from 0 to 10

Confirmed, but only stack decouplers radially attached to a part new or changed in KSP 1.4. Radial decouplers don't; neither stack ones radially attached to a "old" part.

#### #4 - 07/03/2018 10:49 AM - AlffromKerbal

I'm wondering, that this is even working.

In my view using Linux, i cannot split symetrically added parts off the same stage. So i'd call it a bug, that this is even possible ;)

Maybe it's more a bug in the process of stopping splitability.

Or i completly missundertood.

**#5 - 07/24/2018 06:59 AM - diomedea**

- Status changed from Confirmed to Being Worked On
- % Done changed from 10 to 30

**#6 - 10/15/2018 06:39 PM - joshua.collins**

- Status changed from Being Worked On to Ready to Test
- Target version set to 1.5.0
- % Done changed from 30 to 80

Please recheck this in 1.5.0.

**#7 - 10/16/2018 04:14 AM - Anth12**

- File Fixed for 1.5 A.png added
- File Fixed for 1.5 B.png added
- Status changed from Ready to Test to Resolved
- % Done changed from 80 to 100

Windows 10  
 KSP Steam 1.4.5 + MH 1.3  
 KSP Steam 1.5 + MH 1.5

The craft in my main save that showed this bug now works correctly again  
 The test craft I used for this bug report works as intended now as per pics supplied

Resolved.

Thank you

**#8 - 10/25/2018 02:56 PM - joshua.collins**

- Status changed from Resolved to Closed

**Files**

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Symmetry Decoupler Bug.craft	37.5 KB	07/01/2018	Anth12
Before.png	2.09 MB	07/01/2018	Anth12
After.png	2.44 MB	07/01/2018	Anth12
1.4.3 On launching.png	2.01 MB	07/01/2018	Anth12
1.4.3 First Staging.png	2.01 MB	07/01/2018	Anth12
1.4.3 On Second Stage.png	2.01 MB	07/01/2018	Anth12
1.4.3 on Third Staging.png	2 MB	07/01/2018	Anth12
Fixed for 1.5 A.png	3.02 MB	10/16/2018	Anth12
Fixed for 1.5 B.png	3.02 MB	10/16/2018	Anth12