

Kerbal Space Program - Bug #19579

Insane symmetry values possible

08/27/2018 11:05 PM - 4tttt

Status:	New	Start date:	08/27/2018
Severity:	Low	% Done:	0%
Assignee:			
Category:	Parts		
Target version:			
Version:	1.4.5	Language:	English (US)
Platform:	Linux	Mod Related:	No
Expansion:	Core Game, Making History		

Description

I am running Ubuntu 18, KSP 64

If you make multiple quad adapters attached to eachother using symmetry, then slide a part from one at the bottom of the stack, the symmetry value keeps and will make large values. I have gotten up to 64x before my computer crashed.

History

#1 - 08/27/2018 11:11 PM - 4tttt

- File Screenshot from 2018-08-27 18-07-27.png added

#2 - 05/27/2019 04:55 PM - Anonymous

Players happily use this glitch as a feature, and do not seem to suffer any problems from it:
<https://forum.kerbalspaceprogram.com/index.php?topic/180124-any-symmetry-number-using-a-stock-glitch/>

Files

Screenshot from 2018-08-27 18-07-27.png	1.26 MB	08/27/2018	4tttt
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