

## Kerbal Space Program - Bug #20285

### ModulePartVariants Deletes Part Attachment Nodes

10/26/2018 09:20 PM - Electrocutor

<b>Status:</b>	New	<b>Start date:</b>	10/26/2018
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Parts		
<b>Target version:</b>			
<b>Version:</b>	1.5.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

#### Description

When adding ModulePartVariants to a part, some scenarios cause attachment nodes to be deleted: even if no variants have any NODES settings.

#### Example:

RoverDude's StarLifter Cargo Adapter that uses the following:

node\_stack\_bottom\_L = -2.35, -3.51, -1.5, 0.0, 1.0, 0.0, 3

node\_stack\_bottom\_R = -2.35, -3.51, 1.5, 0.0, 1.0, 0.0, 3

node\_stack\_top\_L = -2.35, 3.51, -1.5, 0.0, -1.0, 0.0, 3

node\_stack\_top\_R = -2.35, 3.51, 1.5, 0.0, -1.0, 0.0, 3

node\_stack\_back = 0.0, 0.0, 0.0, 1.0, 0, 0.0, 3

The result is that only the left attachment nodes stay on the top and bottom, both the right ones are deleted.