

## Kerbal Space Program - Bug #22733

### Autostruts don't recognize grandparent parts across symmetry and strut only per one side.

06/02/2019 12:19 AM - dok\_377

<b>Status:</b>	Closed	<b>Start date:</b>	
<b>Severity:</b>	Low	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Parts		
<b>Target version:</b>	1.7.2		
<b>Version:</b>	1.7.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

#### Description

In KSP versions before 1.7.1 autostruts in symmetry strutted parts not only per side, but across as well. Now this doesn't seem to work anymore, autostruts only strut parts per side, not across. That may result in breaking of many crafts built prior version 1.7.1 and this change at this point doesn't seem wise if you want to minimize update impact on the game. See attached pictures for example.

#### History

##### #1 - 06/02/2019 05:23 PM - 5thHorseman

Had I noticed this before 1.7.1 I'd have reported it as a bug. The part on the other side is not the grandparent of the mirrored part.

##### #2 - 06/02/2019 06:03 PM - dok\_377

5thHorseman wrote:

Had I noticed this before 1.7.1 I'd have reported it as a bug. The part on the other side is not the grandparent of the mirrored part.

I still don't know if that's a bug or not. Should I change it to a bug report?

##### #3 - 06/02/2019 06:24 PM - Azimech

5thHorseman wrote:

Had I noticed this before 1.7.1 I'd have reported it as a bug. The part on the other side is not the grandparent of the mirrored part.

I'm very surprised you didn't notice. You'd report it as a bug, everyone else immediately recognized it as a feature and started to build this way.

I probably have 100+ designs on KerbalX relying on this feature, so yeah ... this is a bug.

##### #4 - 06/02/2019 06:46 PM - dok\_377

- *Tracker changed from Feedback to Bug*
- *Subject changed from A question about autostruts. to Autostruts don't recognize grandparent parts across symmetry and strut only per one side.*
- *Description updated*
- *% Done set to 0*

Changing this to a bug report, as I also don't believe this was intentional and it indeed does seem strange to change well known behavior of autostruts at this point.

##### #6 - 06/13/2019 01:59 AM - dok\_377

Looks like it got fixed in 1.7.2. Would be grateful if someone closed this report.

##### #7 - 06/13/2019 05:47 PM - nestor

- *Status changed from New to Ready to Test*
- *Target version set to 1.7.2*
- *% Done changed from 0 to 80*

**#8 - 06/14/2019 07:15 AM - dok\_377**

- Status changed from Ready to Test to Resolved

- % Done changed from 80 to 100

**#9 - 06/17/2019 06:50 PM - chris.fulton**

- Status changed from Resolved to Closed

**Files**

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2019-06-02_031307.png	1.38 MB	06/02/2019	dok_377
2019-06-02_030147.png	1.47 MB	06/02/2019	dok_377