

Kerbal Space Program - Bug #24397

"Radial Symmetry around Parent Part" does nothing

11/17/2019 02:00 AM - Kirk

Status:	Not a Bug	Start date:	11/17/2019
Severity:	Low	% Done:	0%
Assignee:	Robert.Keech		
Category:	Gameplay		
Target version:			
Version:	1.8.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground, Core Game		

Description

When attempting to use a radial symmetry around a parent part by pressing F, nothing seems to change. See the attached GIF for a demonstration.

The two "pylons" are both surface attached (in symmetry) to a base plate. I did not use a bicoupler. See the attached (unfinished!) craft that you can load in the editor.

History

#1 - 11/17/2019 02:11 AM - Kirk

Looks like the GIF preview doesn't work very well, so click it to see the full image.

#2 - 11/30/2019 09:33 PM - Anonymous

There is a forum thread that looked into "symmetry around part/parent" here:

<https://forum.kerbalspaceprogram.com/index.php?topic/177397-radial-symmetry-space-button-not-working/>

#3 - 12/05/2019 04:07 PM - Robert.Keech

- Assignee set to Robert.Keech

#4 - 12/05/2019 04:11 PM - Robert.Keech

- Status changed from New to Not a Bug

Not a bug, the user above has linked a thread that explains how 'symmetry around part/parent' works.

Files

MunDLC.craft	123 KB	11/17/2019	Kirk
symmetry.gif	838 KB	11/17/2019	Kirk