

## Kerbal Space Program - Feedback #24625

### Allow symmetry to be increased on already placed part...

01/17/2020 01:24 AM - abc

<b>Status:</b>	New		
<b>Severity:</b>	Low		
<b>Assignee:</b>			
<b>Category:</b>	Controls and UI		
<b>Target version:</b>			
<b>Version:</b>	1.8.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Linux, Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

#### Description

Often multiple times per completed design I carefully place a part (rotate and move to get it exactly right) then notice that I have only a single part and wanted 2x or 2x and wanted 4x, wanted mirror instead of radial, etc. Currently there seems to be no way to get the part back in the exact same place with different symmetry settings from the editor (if there is, please document it).

There are a few particular changes that I can think of that would help:

- 1) an "apply current symmetry settings to this part" button in the right click menu (however I don't know how easy it would be to determine if this is possible for a particular part)
- 2) put symmetry options directly in the right click menu. It would also show if the current part is in symmetry which would be helpful (and maybe make it less confusing to not determine in advance if changing symmetry is possible). Ideally this would allow numeric input of nonstandard symmetry numbers.
- 3) a new hotkey to apply symmetry settings without moving the part (maybe ctrl-click or shift+alt-click)
- 4) a new hotkey to move the mouse pointer to exactly where it would need to be to put the highlighted part back in the same place and holding it after clicking keeps the pointer locked to the same place. I would also use this before moving parts in many cases.