

## Kerbal Space Program - Bug #25786

### Flag symmetry is inconsistently mirrored

07/15/2020 03:44 PM - dnbattley

<b>Status:</b>	New	<b>Start date:</b>	07/15/2020
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Flags		
<b>Target version:</b>			
<b>Version:</b>	1.10.0	<b>Language:</b>	English (US)
<b>Platform:</b>	Linux	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

#### Description

When flags are attached in mirror symmetry, the flag object will be mirrored as intended, however the decal does not always follow suit, depending on both the flag type and whether portrait or landscape orientation is followed, meaning that sometimes flags will appear to be inverted relative to the other (i.e. mirror symmetry of the part actually generates a rotational symmetry of the decal).