

## Kerbal Space Program - Bug #2882

### Attachment node parts have symmetry errors in VAB/SPH

08/28/2014 10:56 AM - Mesons

|                        |          |                     |              |
|------------------------|----------|---------------------|--------------|
| <b>Status:</b>         | Closed   | <b>Start date:</b>  |              |
| <b>Severity:</b>       | Normal   | <b>% Done:</b>      | 100%         |
| <b>Assignee:</b>       |          |                     |              |
| <b>Category:</b>       | Gameplay |                     |              |
| <b>Target version:</b> |          |                     |              |
| <b>Version:</b>        | 0.24     | <b>Language:</b>    | English (US) |
| <b>Platform:</b>       | OSX      | <b>Mod Related:</b> | No           |
| <b>Expansion:</b>      |          |                     |              |

#### Description

KSP version: 0.24.2.559 vanilla 64-bit on Linux

#### Steps to reproduce:

- Go to VAB, start a new craft, and place any root part
- In symmetry mode 2 or greater, place a part with 2 attachment nodes that can be surface-attached (like a modular girder. Works in any orientation)
- Still in symmetry mode and without rotating the part, try to attach any part with an attachment node to an exposed node

#### What happens:

- Debug console spams "[Exception]: NullReferenceException: Object reference not set to instance of an object"
- Attachment nodes of held part become fixed while mouse is positioned over node on craft
- Held part is displayed in symmetry, floating in the air about an arbitrary center position (see below)
- The part can't be attached

With some parts, like the claw and the Rockomax 48-7S, after hovering a held part over a node on the craft, the part can't be dropped in the empty space in the editor; occasionally, these parts can't be attached until they are snapped to (by hovering near) a non-symmetry attachment node.

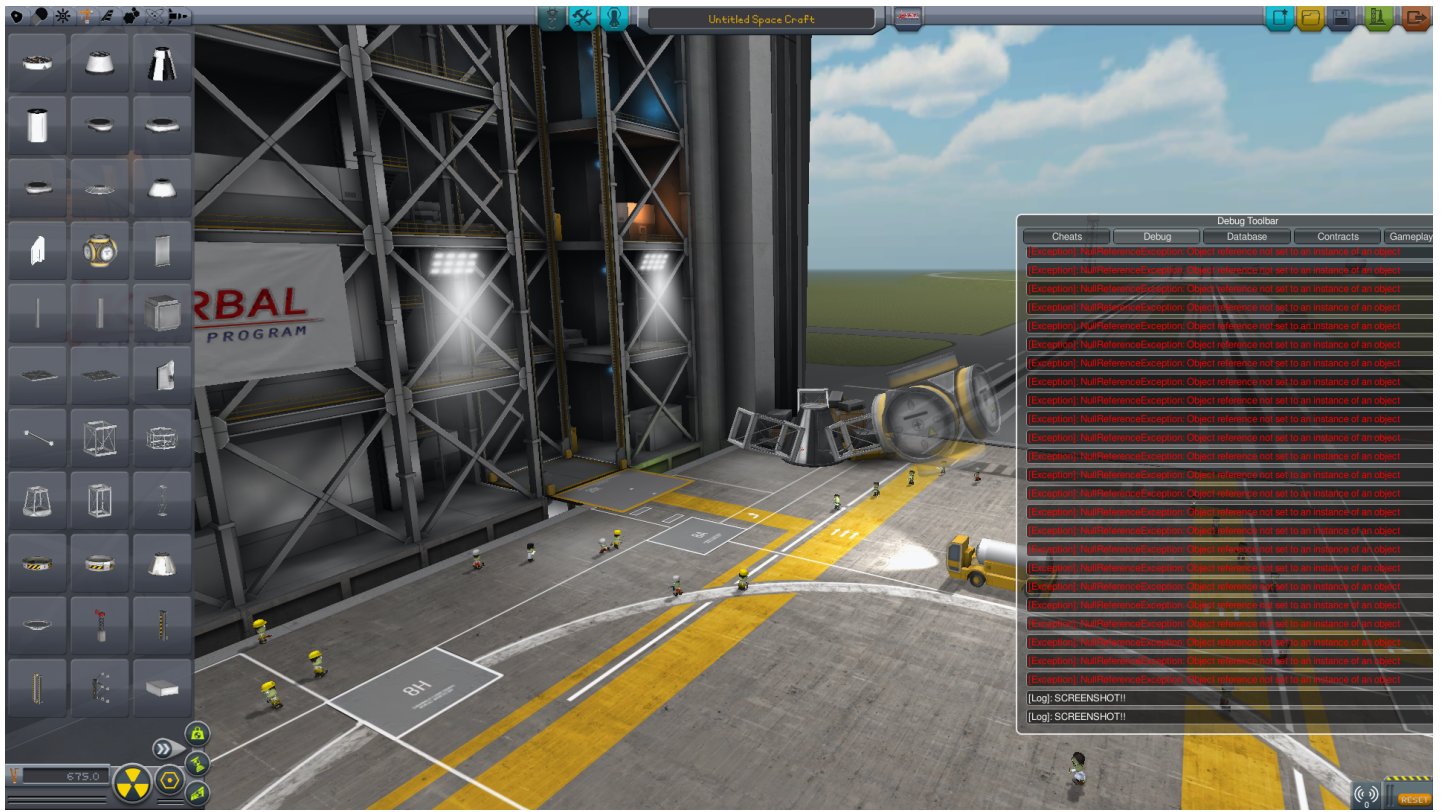
Note: I recall identical behavior (the frozen nodes and weird symmetry for held part) with some of the same parts as far back as 0.21 on Windows.

#### History

##### #1 - 09/05/2014 09:04 PM - unseeingwhale

- File *Wh3YnpD.png* added
- File *KSP.log* added
- Status changed from *New* to *Confirmed*
- % Done changed from *0* to *10*

Confirmed as seen below. Even getting close to the nodes gives you a flood of NREs. When I hover the part on the attachment node it shows symmetry but as soon as I click to attach it goes back down to a single part.



**#2 - 09/05/2014 09:11 PM - unseeingwhale**

- Platform Any added
- Platform deleted (Linux)

**#3 - 09/06/2014 11:13 AM - PixelClef**

- Platform OSX added
- Platform deleted (Any)

OS: Mac OS X 10.9.4  
KSP: 0.24.559

Recreated this problem in the Mac client as well. Seems to be sensitive to the orientation of the outermost part being attached. I was able to rotate the Rockomax HubMax Multi-Point Connector (pictured in the other screen shots) such that it attached successfully, even after the observed flood of NREs. A similar effect occurred when using the Octagonal Strut as the outermost part: it would trigger NREs, and rotation would permit successful attachment.

**#4 - 01/20/2015 06:11 PM - unseeingwhale**

- Status changed from Confirmed to Resolved
- % Done changed from 10 to 100

This seems to be resolved in 0.90. I'm not seeing the errors that were shown before.

**#5 - 07/17/2016 09:18 AM - TriggerAu**

- Status changed from Resolved to Closed

**Files**

|                  |         |            |               |
|------------------|---------|------------|---------------|
| symmetry_bug.png | 2.62 MB | 08/28/2014 | Mesons        |
| Wh3YnpD.png      | 2.44 MB | 09/05/2014 | unseeingwhale |
| KSP.log          | 120 KB  | 09/05/2014 | unseeingwhale |