

## Kerbal Space Program - Bug #7287

### Some parts placed in symmetry mode disappear after quickloading

03/10/2016 03:32 PM - rudi1291

<b>Status:</b>	Needs Clarification	<b>Start date:</b>	03/10/2016
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Gameplay		
<b>Target version:</b>			
<b>Version:</b>	1.0.5	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

Description: Take a look at the attached craft. I've mixed mirror and radial symmetry to build it. Normally that isn't a problem, but in this case it causes half the ship to disappear after quicksaving and quickloading. It also causes the editor to "lock up" if i try to remove and reattach the bugged part.

#### Reproduction:

1. Load the attached craft onto the launchpad (High part count, might cause lags!). Sometimes, the pad explodes. Shouldn't be a problem, but if it is, just try again
2. Quicksave
3. Quickload

#### History

##### #1 - 03/13/2016 10:32 AM - rudi1291

- File *output\_log.zip* added

And heres a log file. Its basically just crashing the craft into the ground, but the log shows a lot of errors, so i thought i'd share it.

##### #2 - 07/17/2016 09:44 AM - TriggerAu

- Status changed from *New* to *Needs Clarification*

#### Files

File Name	Size	Date	Author
Symmetry Bug Maybe.craft	647 KB	03/10/2016	rudi1291
screenshot97.png	2.08 MB	03/10/2016	rudi1291
screenshot98.png	2.38 MB	03/10/2016	rudi1291
screenshot99.png	2.61 MB	03/10/2016	rudi1291
output_log.zip	1.23 MB	03/13/2016	rudi1291