Kerbal Space Program - Bug #7287

Some parts placed in symmetry mode disappear after quickloading

03/10/2016 03:32 PM - rudi1291

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

Description

Description: Take a look at the attached craft. IÂ´ve mixed mirror and radial symmetry to build it. Normally that isnÂ´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. ShouldnÂ´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 iÂ´d share it.

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

- Status changed from New to Needs Clarification

Files

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