Kerbal Space Program - Bug #1152

Joystick half-axes not recognized

07/28/2013 01:50 PM - justintnelson

Status:	Closed	**Start date:**	07/28/2013
Severity:	Normal	**% Done:**	100%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	0.21.1	**Language:**	English (US)
Platform:	Win32	**Mod Related:**	No
Expansion:			

Description

What happens: when using some joysticks/gamepads, binding an axis results in only one half of that axis being recognized in-game.

How to reproduce:

- Plug in an XBox 360 PC controller.
- Bind one of the analog triggers to an axis, e.g. Throttle (incremental).
- Try to throttle up and down in-flight using the analog triggers.
  You should be able to throttle up but unable to throttle down. (Or vice versa, if inverted.)

Expected behavior: After binding one trigger (which is Z axis +) to throttle up, pressing the other trigger (Z axis -) should throttle down.

I also noticed the issue with a flight stick (Logitech Extreme 3D Pro), where the pitch, roll, and yaw axes were all only half-recognized. The throttle on the flight stick worked fine, as did the joysticks on the 360 controller and the hat-sticks on both.

History

#1 - 08/13/2014 12:19 PM - sephie

- Status changed from New to Confirmed

- % Done changed from 0 to 10

+1

My Xbox360 controller's left and right triggers register as axis 8 and axis 9, while they should be a shared axis (axis 2). Would be awesome to be able to use it for the Roll axis!

Having an 'incremental throttle' axis is completely useless without a 'decrement throttle' option, right?

This guy has a workaround:
http://forum.kerbalspaceprogram.com/threads/24874-Workaround-for-Xbox-360-controller-Triggers-and-DPAD-mapping

#2 - 07/27/2015 05:55 PM - Squelch

- Platform Win32 added

- Platform deleted (Windows)

#3 - 07/17/2016 09:30 AM - TriggerAu

- Status changed from Confirmed to Needs Clarification

- % Done changed from 10 to 0

#4 - 08/07/2016 12:07 PM - TriggerAu

- Status changed from Needs Clarification to Closed

- % Done changed from 0 to 100

Closing this report out for now. If you find it is still occuring in the latest version of KSP please open a new report (and this one can be linked to it.) For best results, the wiki contains really useful info for when creating a report http://bugs.kerbalspaceprogram.com/projects/ksp/wiki.

You can also ask questions about the bug cleanup in the forum here:
http://forum.kerbalspaceprogram.com/index.php?/topic/143980-time-to-clean-up-the-bug-tracker/ and tag @TriggerAu to get my attention