Kerbal Space Program - Feature #1285

Simulate analog inputs for wheel controls

09/15/2013 05:09 AM - sr

Status:	New	**% Done:**	0%
Severity:	Low		
Assignee:			
Category:	Parts		
Target version:			
Platform:	Any	**Mod Related:**	No
Expansion:			

Description

After experimenting a bit with, there seem to be two things causing loss of vehicle control and subsequent crashes: loss of contact with the surface and sudden control inputs.

The first is in the nature of the game; the second however happens to a majority of the players using keyboards to control rovers. Acceleration, directional input and brakes seem to be applied digitally (ie. either no input at all, or 100% input). Loss of control seemed to happen less for me, if instead of just holding down the keyboard buttons, I tapped them frequently to simulate an analog input by emulating the PWM filter arduino uses for analog outputs on its digital ports.

An input filter that would multiply the input by a value between 0.0 and 1.0 depending on how long the key was pressed could alleviate the issue enough to make rovers more fun to use. I'm not sure if a linear or tanh-based filter would be better.