

Kerbal Space Program - Bug #13045

shift-mousewheel doesn't work on Mac

10/19/2016 01:31 PM - jdagostino1@gmail.com

Status:	Closed	Start date:	10/19/2016
Severity:	Low	% Done:	100%
Assignee:			
Category:	Controls and UI		
Target version:	1.2.1		
Version:	1.2.0	Language:	English (US)
Platform:	OSX	Mod Related:	No
Expansion:			
Description			
Running KSP 1.2.0 on macOS Sierra on a 15" MacBook Pro Retina with Logitech USB mouse			
Expected behavior: shift-mousewheel zooms in and out in VAB, etc.			
Observed behavior: With a normal USB mouse, shift-mousewheel does nothing			
Note: bug only seems to occur on Mac version, and only with a normal USB mouse. Bug did not occur with Apple Magic Mouse, and did not occur when I tested on Windows and Linux.			
I think this is related to the fact that macOS will interpret shift-mousewheel as horizontal scroll, but there doesn't appear to be any way to turn that off in the OS settings			

History

#2 - 11/12/2016 07:32 AM - JPLRepo

- Status changed from New to Ready to Test
- Target version set to 1.2.1
- % Done changed from 0 to 80

This was changed with the 1.2.1 release.

- Add customizable binding for Editor Scroll Modifier for Zoom - default to left-command for OSX instead of left-shift.

Please test with KSP 1.2.1.

#3 - 12/02/2016 08:30 AM - JPLRepo

- Status changed from Ready to Test to Closed
- % Done changed from 80 to 100