

# Kerbal Space Program - Feedback #13444

## Controller Scheme

12/19/2016 07:15 AM - polimerjones

<b>Status:</b> Acknowledged	
<b>Severity:</b> Low	
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b>	
<b>Version:</b> PS4 - 1.1.0	<b>Language:</b> English (US)
<b>Platform:</b> PS4	<b>Mod Related:</b> No
<b>Expansion:</b>	

### Description

make the controller work for flying planes. everything else will fall into place

left joystick-  
down=pull up  
up= pull down  
left= roll left  
right= roll right  
r1= rudder right  
l1= rudder left  
r2- increase thrust  
l2= decrease thrust

### History

#1 - 12/22/2016 10:27 AM - sal\_vager

- Severity changed from Critical to Low

Hi polimerjones, please note that critical issues are those in which large portions of the game are unusable.

[Priority Table](#)[Priority Table](#)

Priority	Description	Example Case
<b>Critical</b>	A large portion of the game is unplayable.	SPH is non-functional.
<b>High</b>	Game Breaking	Game crashes when transitioning Sol
<b>Normal</b>	Game Affecting, but not Game Breaking.	SAS is draining electricCharge incorrectly.
<b>Low</b>	Visual issue that occurs often, or Gameplay issue that can be avoided.	Landing Strip has texture artifacts.
<b>Very Low</b>	A visual issue that appears rarely and doesn't affect gameplay.	Audio-related error appears in log on occasion.
<b>Unworthy</b>	An issue that is slightly bothersome, occurs rarely, is not easily discovered, or is a matter of preference.	Collision mesh of some parts are slightly off.

You can swap to aeroplane control mode using bumper+leftstick in, it will exchange roll and yaw.

Thank you for your feedback on the rest of the controls.

#2 - 01/16/2018 04:09 AM - bewing

- Status changed from New to Acknowledged