

## Kerbal Space Program - Bug #13491

### Second joystick (Pedals) not detected

12/26/2016 01:05 AM - DanielJohnson

<b>Status:</b>	New	<b>Start date:</b>	12/26/2016
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Input Devices and Settings		
<b>Target version:</b>			
<b>Version:</b>	1.2.2	<b>Language:</b>	English (US)
<b>Platform:</b>	Linux	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

Testing KSP with a borrowed Saitek yoke and pedal set I found that the pedals are not being detected by Unity/KSP, so I cannot set the Yaw axis. The pedals are seen by 'jstest' and KDE's "Joystick" test GUI as separate devices in /dev/input/.

KSP 1.2.2.1622 for Linux, using the 64-bit binary on CentOS v7.2

Saitek Pro Flight Yoke

Saitek Pro Flight Rudder Pedals

Verbose log and selections from dmesg are in the attached zip file. If more data would help please let me know.

I tried manually adding the entries to settings.cfg but it's apparent from the console output as KSP starts that it only saw (or accepted) one joystick device, and it's always the yoke that 'wins'.

#### History

#1 - 12/31/2016 04:00 AM - DanielJohnson

- File Logs\_20161230.zip added

I realized I'd neglected to include the logs from ~/.config/unity3d, so I re-ran my reproduction and collected a new consistent log set. Again, if any additional data would help please let me know what to collect.

#### Files

Logs_20161225.zip	37.2 KB	12/26/2016	DanielJohnson
Logs_20161230.zip	61.3 KB	12/31/2016	DanielJohnson