

Kerbal Space Program - Bug #13502

Orbital view "Focus view" hotkeys

12/30/2016 11:51 PM - dawixx

Status:	New	Start date:	12/30/2016
Severity:	Normal	% Done:	0%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	1.4.3	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

Hello!
In earlier and current versions of the game you can use 'Tab' to change focus to next(and 'Shift-Tab' for previous) point of interest, be it vessel, celestial body or even maneuver node. In earlier versions of the game you could also *Reset* focus using 'Backspace' which would of course reset focus to your current craft.

It would be nice if we could:

- get back option to reset view focus
- be able to actually change bindings of those functions since they are nowhere to be found in options

History

#1 - 01/01/2017 09:56 PM - jd284

For comparison, Tab, Shift-Tab and Backspace work fine on Linux for these purposes.

However it's correct that they can't be remapped, and especially Shift-Tab (previous focus) would be nice to remap since shift is normally throttle-up and also behaves like this when the navball is shown in map view, causing inadvertent acceleration when trying to switch back to the previous focus.

#2 - 04/28/2018 05:51 AM - jclovis3

- *Version changed from 1.2.2 to 1.4.3*

- *Expansion Core Game added*

I'm going to bump this bug up to version 1.4.3 now because something new just happened with the order of objects gaining focus. In 1.4.2 and earlier, you could hit tilde to focus on your ship, then tab to jump to your maneuver node. Oddly, if you had 3 maneuvers planned, it would jump to #3 first, then work it's way back up to #1. Now, you jump to the sun, and have to cycle through every celestial body before you can get to the maneuver nodes. We need maneuver node moved back up to the front of the line because we're going to be jumping to this way more often than the sun or even Kerbin.

My recommendation is that the order be from your ship, through each maneuver node, then straight to the closest celestial body to your ship and from there outward to each orbiting moon if its a planet, or the next moon orbiting the same planet if you're already near a moon, and after the last moon, jump to the next outer planet and cycle from itself to its inner most moon next, all the way until you reach the out side and then jump to the Sun and work your way out from there.

Since we can't use Shift-tab to reverse the order because of the throttle, maybe instead of tab we can use Page Up and Page Down, but such a change will require a quick dialog from Mortimer to tell us of the change. In fact, he should probably tell us about new changes more often until we select not to remind us again. That will get your enhancements noticed faster (and new bugs too).

Quick update: I used the tab again later and it went straight to the maneuver nodes. I'm not sure this will be easy to lock down why that one time it jumped straight to the Sun. I had another ship selected as the target that time (both were in orbit of Minmus). Now it's a planet (Duna) from orbit of Minmus.