

## Kerbal Space Program - Feedback #27701

### Add RCS hold and invert to compliment SAS hold and invert

05/19/2021 11:07 PM - sbrnicholas

<b>Status:</b>	New		
<b>Severity:</b>	Low		
<b>Assignee:</b>			
<b>Category:</b>	Controls and UI		
<b>Target version:</b>			
<b>Version:</b>	1.11.0	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

#### Description

My throttle (a VPC MongoosT-50CM3) has a number of switches style "buttons" on it. When a switch is up, the button is "pressed," and when the switch is down, it is not. This is great for mapping SAS hold: switch up means SAS is on, switch down means SAS is off.

However this doesn't work for any "toggle" controls, which is the only option available for RCS. With a toggle switch, it's activated when the switch is in the up position, and ignored in the down position. This means to toggle RCS, the switch has to be flipped up. If RCS is on and the switch is already up, flipping the switch down does nothing, and the switch has to be toggled back up again to turn RCS off.

tl;dr SAS controls have separate "toggle," "hold," and "invert" mappings. Separate "toggle," "hold," and "invert" mappings for RCS would provide more flexibility for players with a joystick or HOTAS.