

## Kerbal Space Program - Bug #3838

### Using 6DOF for camera breaks VAB

12/15/2014 10:53 PM - jhillyerd

|                        |          |                     |              |
|------------------------|----------|---------------------|--------------|
| <b>Status:</b>         | Closed   | <b>Start date:</b>  | 12/15/2014   |
| <b>Severity:</b>       | Low      | <b>% Done:</b>      | 100%         |
| <b>Assignee:</b>       |          |                     |              |
| <b>Category:</b>       | Gameplay |                     |              |
| <b>Target version:</b> | 1.0.3    |                     |              |
| <b>Version:</b>        | 0.90     | <b>Language:</b>    | English (US) |
| <b>Platform:</b>       | Win32    | <b>Mod Related:</b> | No           |
| <b>Expansion:</b>      |          |                     |              |

#### Description

If I touch my 6DOF mouse (3DConnexion brand) to move the camera while in the VAB, I can no longer place parts, instead they are immediately placed under the cursor (behind the parts catalog) and cannot be moved - they do not highlight when I hover the mouse over them, even after changing my view angle.

Using the RMB to recent the view does not fix the problem. Exiting/re-entering the VAB or clicking the new rocket button allow me to build again.

#### History

##### #1 - 12/15/2014 10:54 PM - jhillyerd

Typo above, I meant to say "RMB to recenter the view"

##### #2 - 12/16/2014 08:32 AM - Squelch

- Status changed from New to Confirmed

- % Done changed from 0 to 10

This has been acknowledged, and will possibly be worked on if the user base is large enough.

##### #3 - 12/19/2014 07:45 AM - squamble

I've got the same issue. It happens in SPH aswell.

I'm using a Spacemouse Pro, Version and platform is equal.

##### #4 - 12/29/2014 08:47 AM - Alberto

I have the same problem with a spacepilot wireless but i also lost a 800+ parts rocket because ksp didn't recognize more the root part, i don't know if it's related but never happened before.

##### #5 - 12/29/2014 10:46 AM - Red\_Iron\_Crown

I also have this problem with a SpaceNavigator, tried different driver versions and configs to no avail. Works fine in the flight scene for both flight control and camera control. You can save/load the craft to bypass the bug, but it means that the 3D mouse is essentially useless in the editor for anything other than inspecting a craft or repositioning existing parts.

##### #6 - 01/15/2015 07:40 AM - zzubnik

I'd also like to see this fixed. A Space Navigator is really useful when placing items in the VAB. I don't really care about using it to fly, but in the VAB and map views, it's an awesome tool.

##### #7 - 01/17/2015 02:23 AM - T.Lancer

I am also suffering from this problem. I would truly hope this is fixed in .91. Building anything is just no fun anymore. The device is pretty much useless at the moment. Considering how the 3D mouse is officially support since .23 I hope we don't have to wait too long to get it working again.

##### #8 - 01/17/2015 06:24 PM - TruePikachu

I'm voting for work done on it, this is one of my only three programs which supports the mouse directly. I might boot up .25 or .23.5 to see if the issue persists there, or if it was only just introduced with .90, if nobody has already done the research.

It doesn't 100% break the editor, though; when the part is spawned, you can pick it up (usually) with Translate mode. Still annoying though.

**#9 - 01/17/2015 08:05 PM - jhillyerd**

It definitely worked in 0.25, I had to unlearn the muscle memory to build stuff in 0.90.

**#10 - 03/17/2015 05:39 PM - gnivler**

"me too". I did notice that if I press 2 or click on Offset, I can then pick up the part that was dropped into the scene and place it normally. Under Windows using a SpaceNavigator firmware 4.35, 3DxWare 10.2.3 with 3DxWinCore version 17.2.3.11261 (and 32 bit KSP)

**#11 - 04/10/2015 08:04 PM - GrimerX**

+1

**#12 - 04/12/2015 07:33 AM - niv**

+1 Affected as well.

**#13 - 04/22/2015 09:50 AM - T.Lancer**

This better be fixed by the official release of 1.0

**#14 - 04/27/2015 05:59 PM - T.Lancer**

Bug is STILL NOT FIXED IN 1.0!

**#15 - 04/29/2015 11:56 PM - devilwarriors**

+1, please fix this !!!

**#16 - 05/02/2015 10:28 PM - mashedbandit**

I'd really like to use my 3D mouse in KSP, was very disappointed to learn it's only partly supported.

**#17 - 05/14/2015 06:43 PM - fwind**

I ran into this by chance while modding something else. Thought I might as well make a standalone fix:

<https://dl.dropboxusercontent.com/u/7121093/ksp-mods/KSP%5B1.0.2%5DKspIssue3838Fix%5BMay14%5D.zip>

**#18 - 05/14/2015 08:39 PM - gnivler**

You are a king sir, a king.

**#19 - 05/14/2015 09:22 PM - devilwarriors**

OMY.. thanks fwind, can't wait to go home to try this!

**#20 - 05/15/2015 12:03 AM - mashedbandit**

fwind wrote:

I ran into this by chance while modding something else. Thought I might as well make a standalone fix:

<https://dl.dropboxusercontent.com/u/7121093/ksp-mods/KSP%5B1.0.2%5DKspIssue3838Fix%5BMay14%5D.zip>

This is GREAT, thank you! Hopefully it can be included with the next patch; I wonder what the proper channel is to let Squad know we have a fix available.

If you're willing to try your hand at fixing another problem, there's one last 3D mouse issue in the game: the "Lock/Unlock Roll Axis" control doesn't seem to work at all, as if the game isn't aware I'm pressing the button I've mapped to it. It seems like it'd be incredibly useful for docking if it worked.

It's in the settings menu next to toggling camera or flight control: <http://i.imgur.com/ot2tNGf.jpg>

Thanks again, this makes 3D mice so much more useful.

**#24 - 05/17/2015 08:30 AM - devilwarriors**

fwind wrote:

I ran into this by chance while modding something else. Thought I might as well make a standalone fix:

<https://dl.dropboxusercontent.com/u/7121093/ksp-mods/KSP%5B1.0.2%5DKspIssue3838Fix%5BMay14%5D.zip>

[fwind](#) Your fix conflict with the Editor extension mod.. the action of changing the symmetry and the angle of the symmetry is bugged.

**#25 - 05/17/2015 10:14 PM - fwind**

Made new version that should be more compatible with EditorExtensions:

<http://forum.kerbalspaceprogram.com/threads/38768?p=1949398#post1949398>

**#26 - 05/18/2015 01:08 AM - devilwarriors**

Thanks for the quick fix.

It's working so far, also solved another problem I had where the camera direction was doing a 180 up or 360 degree rotation when I was middle or right clicking on a part.

Thanks again!

**#27 - 06/19/2015 03:59 PM - HarvesteR**

- Status changed from *Confirmed* to *Resolved*

- Target version set to 1.0.3

- % Done changed from 10 to 100

Just tested this in the latest build for 1.0.3, and it seems to be fixed.

**#28 - 07/27/2015 05:56 PM - Squelch**

- Platform Win32 added

- Platform deleted (Windows)

**#30 - 05/01/2016 11:05 PM - bewing**

- Status changed from *Resolved* to *Closed*