

Kerbal Space Program - Feature #458

Axis assignment for Kerbal ground movement

03/19/2013 12:43 PM - Taverius

Status: New	% Done: 0%
Severity: Low	
Assignee:	
Category: Gameplay	
Target version:	
Platform: Win32	Mod Related: No
Expansion:	
Description	
You can assign all the EVAPack movements, but not walking.	
Ideally forward-back, direction and strafe would be assignable to an axis each.	

History

#1 - 05/17/2013 10:16 PM - Ruedii

I'd like to add that the default should have forward-back, side-side, and you turn by moving the camera. This is consistent with other games.

However, you should be able to switch side-side movement with strafe or rotate based on your personal preference. You should also be able to change forward-back movement to between relative to camera (default) to relative to the character. This sort of flexibility allows for advanced users to choose what works best for them.

#2 - 08/16/2013 11:28 AM - Ted

- Category set to 28

- Platform Windows added

#3 - 07/27/2015 06:04 PM - Squelch

- Platform Win32 added

- Platform deleted (Windows)