

Kerbal Space Program - Bug #4918

Gamepad corrupts settings file / resets every time starting KSP

05/04/2015 01:11 AM - Barleyman

Status: Closed	Start date: 05/04/2015
Severity: Normal	% Done: 100%
Assignee:	
Category: Controls and UI	
Target version:	
Version: 1.0.1	Language: English (US)
Platform: Any	Mod Related: No
Expansion:	
Description	
There's a repeatable way to corrupt the settings file so it will reset every time you run KSP.	
<ol style="list-style-type: none">1. make sure your xbox 360 pad is turned on2. start KSP and define pad buttons axes3. exit KSP4. Pull batteries of your game pad5. Start KSP6. settings corrupted, will reset every start	
Second bug with the gamepad happens the other way around	
<ol style="list-style-type: none">1. make sure your Xbox 360 pad is not turned on2. start KSP3. Turn on game pad4. Go to settings and define axes to game pad5. it may work 1st time but second time you go to settings and try to set axes the settings screen will malfunction	
Related issues:	
Related to Kerbal Space Program - Bug #3856: Settings file is being reset whe...	Closed 12/16/2014
Has duplicate Kerbal Space Program - Bug #5351: settings.cfg reset to a mix o...	Duplicate 08/27/2015

History

#1 - 05/04/2015 01:13 AM - Barleyman

When you get the "reset settings every time" problem you have to delete the settings.cfg to make it go away. Preferably from a backup of course.

#2 - 05/05/2015 12:54 AM - Barleyman

This is on English Win 8.1 64bit using Steam version of KSP 1.0.2

#3 - 05/13/2015 03:57 PM - SolraBizna

(I hope the Edit button does what I think it does.)

I experience the same bug. Fresh startups are fine, but any startup *after* I set axis bindings is problematic. All settings and bindings are lost (though resolution is correct, so the corruption occurs after that is set), and attempting to bind any axes permanently breaks the Settings screen.

The difference for me is that I'm using a CH Products flight yoke and pedals, not a gamepad. Also worth mentioning, my devices' names end in spaces ("CH PRO PEDALS USB " and "CH FLIGHT SIM YOKE USB "), and the settings.cfg file format appears... inadequate for dealing with this.

Deleting settings.cfg makes the next startup work. It's annoying (but workable, technically) to have to do this every time. I've attempted (unsuccessfully) to "salvage" settings.cfg by deleting sections, but only after it has already been further corrupted by KSP starting up and breaking.

I am on Windows 7 and using the non-Steam version of KSP 1.0.2.

#4 - 05/14/2015 10:46 AM - Anonymous

Same here with the Mac version (v1.0.2.842). All kinds of settings are messed up, for example the VAB and in flight camera sensitivity, which makes playing pretty much impossible.

#5 - 05/14/2015 10:51 AM - Anonymous

This bug seems to be locale related. settings.cfg diff excerpt:

```
-VAB_CAMERA_ORBIT_SENS = 0.04
-VAB_CAMERA_ZOOM_SENS = 0.1
-FLT_CAMERA_ORBIT_SENS = 0.04
-FLT_CAMERA_ZOOM_SENS = 0.5
-FLT_CAMERA_WOBBLE = 0.1
-FLT_CAMERA_CHASE_SHARPNESS = 1.5
+VAB_CAMERA_ORBIT_SENS = 0,04
+VAB_CAMERA_ZOOM_SENS = 0,1
+FLT_CAMERA_ORBIT_SENS = 0,04
+FLT_CAMERA_ZOOM_SENS = 0,5
+FLT_CAMERA_WOBBLE = 0,1
+FLT_CAMERA_CHASE_SHARPNESS = 1,5
```

Note the dots that are replaced with commas.

Edit: It's a locale issue (I'm on a Mac/German locale). If I start KSP with

```
$> LC_ALL=C "/Users/xxx/Library/Application Support/Steam/SteamApps/common/Kerbal Space Program/KSP.app/Contents/MacOS/KSP"
```

all settings (gamepad + cameras etc) work as expected.

#7 - 05/14/2015 12:02 PM - Squelch

ksp@mheyse.de wrote:

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-FLT_CAMERA_ORBIT_SENS = 0.04
-FLT_CAMERA_ZOOM_SENS = 0.5
-FLT_CAMERA_WOBBLE = 0.1
-FLT_CAMERA_CHASE_SHARPNESS = 1.5
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+VAB_CAMERA_ZOOM_SENS = 0,1
+FLT_CAMERA_ORBIT_SENS = 0,04
+FLT_CAMERA_ZOOM_SENS = 0,5
+FLT_CAMERA_WOBBLE = 0,1
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Nice find, and thank you. I will promote this to the Devs for attention. Could you please raise this as a new issue with reproduction steps? I'm assuming this affects ~~Linux~~ Nix only platforms, but this needs to be verified.

Starting the game with missing axes from a prior game session is known to cause issues too, so this new finding while related, is not necessarily the cause of this problem.

#9 - 05/14/2015 12:38 PM - Squelch

- Severity changed from Critical to Normal

Regarding the locale issue. [#3856](#) may be of interest.

#10 - 05/14/2015 12:43 PM - Squelch

- Related to Bug #3856: Settings file is being reset when launching a new instance of the game added

#11 - 05/23/2015 10:24 PM - Barleyman

Having your settings corrupt on you irreversibly when you start KSP with a wireless gamepad (or wireless joystick I presume) asleep is a "normal" priority?

I'd say anything that messes your game badly enough to warrant deleting configuration files is somewhat bigger problem than that.

And, yes, the important thing to bear in mind here is that the wireless things will *turn off automatically to save batteries* so there's a pretty good chance they're off when user starts KSP.

Here's a workaround until this is fixed:

If you forget to wake up your gamepad in advance and KSP corrupts your config, exit KSP by ALT-F4 (or equivalent) and the corrupted settings will not be written to disk. Then everything will be OK the next time you start KSP.

Provided you woke up your controller of course.

#12 - 08/31/2015 02:49 PM - Squelch

- Has duplicate Bug #5351: *settings.cfg* reset to a mix of default and non-default settings after setting up gamepad added

#13 - 11/19/2015 09:28 PM - sal_vager

- Status changed from *New* to *Resolved*

- % Done changed from 0 to 100

The controller issue has been resolved in build 1024/1028

You do need to have the controller plugged in and have to restart KSP however.

#14 - 07/17/2016 09:19 AM - TriggerAu

- Status changed from *Resolved* to *Closed*