

## Kerbal Space Program - Bug #686

### Mouse Wheel not working

05/22/2013 07:53 PM - harrim4n

<b>Status:</b>	Closed	<b>Start date:</b>	05/22/2013
<b>Severity:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Controls and UI		
<b>Target version:</b>	0.20		
<b>Version:</b>	0.20	<b>Language:</b>	English (US)
<b>Platform:</b>	Linux	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

In the VAB, the map view and the normal in-flight control the mousewheel for zooming/going up/down won't work. Instead, if you try to zoom out it will zoom in and in the VAB it will scroll down even if you scroll up.  
Work around is using the keys page-up/page-down in the VAB and +/- for zooming.

#### History

##### #1 - 05/23/2013 10:20 AM - Anonymous

- Status changed from New to Confirmed
- % Done changed from 0 to 10

Will forward this.

##### #2 - 05/28/2013 01:52 AM - meeki

- Target version set to 0.20

This is a known issue with unity 4.1 on.

[[<http://forum.unity3d.com/threads/172395-Linux-Mouse-Wheel-not-working>]]

The sad thing about this is unity has known about the prob for 2 months now.

I don't see this as KSP fault. I hope KSP fixes it but squad is locked into unity at this point.

Checked to see if it was just mapped inproper with 'xinput' and 'xev'  
maped tons of keys all the way into joystic numbers but no luck.

Meeki

##### #3 - 05/28/2013 03:31 AM - erGo

AFAIK there are two bugs!

1. The mousewheel scrolling does not work in for example "load ship" dialog in VAB.  
This hasn't worked ever on Linux. This might be an Unity issue.

2. Moving camera up/down in VAB and zooming in flight with mouse wheel.  
This worked in 0.19.1 so I don't beleive it's an Unity issue. See:

[[<http://forum.kerbalspaceprogram.com/showthread.php/30741-Linux-unique-bugs-%28found-partial-solution-on-mouse-wheel%29>]]

All Linux users have this issue and it's making game unplayable since the keyboard controls are too slow. There is an ugly hack in the forums, but this should be high priority bug nevertheless.

Shouldn't the target version be the next version?

##### #4 - 06/17/2013 09:03 AM - Anonymous

- Status changed from Confirmed to Closed
- % Done changed from 10 to 100