

## Kerbal Space Program - Bug #742

### Saitek X52 Throttle Bug: Full back on throttle results in more than 0% throttle in KSP.

05/30/2013 07:12 PM - mdszy

<b>Status:</b>	Duplicate	<b>Start date:</b>	05/30/2013
<b>Severity:</b>	Very Low	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Controls and UI		
<b>Target version:</b>			
<b>Version:</b>	0.20.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Linux	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

With the Saitek X52 Flight Control System, the throttle controller does not work properly. When the throttle is pushed full forward, the throttle control in KSP is at 100%, as expected. But when the throttle is pulled full back, the throttle in KSP only goes down to ~30%. However, what I've noticed is when I press the throttle cutoff button, the throttle does go to 0, but when I move the throttle forwards at all, it instantly snaps to that ~30 that it seems to think is the "minimum". The other axes work just fine, such as the joysticks axes to control pitch/yaw/roll/etc.

I'm certain it's not a driver issue, since the throttle works as expected in other games.

#### History

##### #1 - 05/31/2013 05:06 AM - Anonymous

- Severity changed from Normal to Very Low

##### #2 - 07/31/2015 09:37 PM - scresante

I also still have this issue with the Saitek x52. The workaround is to remember to center the throttle at 0. (What would normally be 50%). It's mildly annoying. I'm running KSP v1.0.4 on Linux x64 and this problem has always existed for me, as long as I can remember.

##### #3 - 03/23/2016 01:32 AM - Thrawcheld

- Status changed from New to Duplicate

- % Done changed from 0 to 100

Duplicate of [#490](#) ?