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

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

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 ?