

## Kerbal Space Program - Bug #805

### EVA Jetpack handling joystick input incorrectly - even breaks keyboard input

06/26/2013 07:37 PM - tmcd123

<b>Status:</b>	Closed	<b>Start date:</b>	06/26/2013
<b>Severity:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Controls and UI		
<b>Target version:</b>			
<b>Version:</b>	0.20.2	<b>Language:</b>	English (US)
<b>Platform:</b>	Win32	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

If you assign a joystick axis to any of the EVA Pitch/Yaw/Roll axes, the jetpack becomes broken, **even for keyboard input**.

Specifically:

I have a joystick which works well with KSP for staging.. (MS Precision 2 - a basic joystick with no special drivers). All keyboard assignments left at default. A fresh install of KSP (from Steam). No mods.

Assign twist to Yaw OR an axis to Pitch (and probably the same for Roll).

The following occurs:

The Q and E keys become inoperative

Moving the joystick axis produces the appropriate visual firing of jets, but there is NO FUEL CONSUMED, and it has no effect on the Kerbal. WASD lshift and lctrl work fine, consuming fuel and affecting the Kerbal.

#### History

##### #1 - 05/27/2014 02:06 PM - cartman

I can confirm the part

"Moving the joystick axis produces the appropriate visual firing of jets, but there is NO FUEL CONSUMED, and it has no effect on the Kerbal. WASD lshift and lctrl work fine, consuming fuel and affecting the Kerbal."

as still an issue on 0.23.5

have not tested the rest.

##### #2 - 10/15/2014 01:27 AM - hugelarry

I believe this same bug is currently affecting me in version 0.25.0.642. All the correct jets seem to be firing visually, but I see no motion of the Kerbal as a result. I have a Saitek X52 pro joystick. I'm running Windows 7 64-bit.

Joystick control seems to work fine for staging.

##### #3 - 07/27/2015 05:55 PM - Squelch

- Platform Win32 added

- Platform deleted (Windows)

##### #4 - 07/17/2016 09:30 AM - TriggerAu

- Status changed from New to Needs Clarification

##### #5 - 08/07/2016 11:40 AM - TriggerAu

- Status changed from Needs Clarification to Closed

- % Done changed from 0 to 100

Closing this report out for now. If you find it is still occurring in the latest version of KSP please open a new report (and this one can be linked to it.) For best results, the wiki contains really useful info for when creating a report <http://bugs.kerbalspaceprogram.com/projects/ksp/wiki>.

You can also ask questions about the bug cleanup in the forum here:

<http://forum.kerbalspaceprogram.com/index.php?/topic/143980-time-to-clean-up-the-bug-tracker/> and tag @TriggerAu to get my attention