Kerbal Space Program - Bug #10838

Right Ctrl and Shift keys can't be used in VAB/SPH

08/28/2016 09:55 AM - tirbelain

Status:	Not a Bug		**Start date:**	08/28/2016
Severity:	Low		**% Done:**	0%
Assignee:				
Category:	Gameplay			
Target version:				
Version:	1.1.3		**Language:**	English (US)
Platform:	Windows		**Mod Related:**	No
Expansion:				

Description

In the VAB and SPH you can use the Shift key to pick up the entire craft instead of only the part that you are clicking on (and the parts attached to it). The Ctrl key can be used in combinations Ctrl+Z and Ctrl+Y to undo and redo your changes.

But in fact only the left Ctrl and Shift keys work. The right Ctrl and Shift keys are ignored. The Ctrl+Z/Ctrl+Y key combinations for undo/redo are a de facto standard and should not deviate from that convention. While the Shift functionality is specific to KSP and might be 'by design', it would be good (from a usability perspective) if the Shift behavior would also conform with that. Hence, the right Shift and Ctrl keys should behave as their left equivalents do.

This is a re-report of bug #5213 that was closed recently.

History

#1 - 08/31/2016 10:14 AM - sal_vager

- Status changed from New to Not a Bug

- % Done changed from 0 to 100

Hi tirbelain.

The left and right shift and control keys are distinct keys and are treated differently by the operating system, so they can be used as different keys.

In KSP the Right shift key is used as the modifier key on Linux for example.

If you would like to change this behaviour you can edit the settings.cfg file to assign both shifts and controls to the same action.

#2 - 08/31/2016 09:01 PM - tirbelain

Hi,

I know that the left and right modifier keys are individual keys within operating systems and that you can evaluate them separately. But that does not help me with this problem. I could not find any key binding for Undo/Redo or selecting the entire vessel in the settings.cfg.
I found the MODIFIER_KEY which is set to my Alt key as expected, but I don't want to change that. The only editor-related binding using Shift is Editor_fineTweak. I added RightShift as secondary key and it actually enabled the right Shift key for fine tuning. That is quite nice, but not what I was asking for (I don't used that fine tuning very often and just forgot it in the report).

Please tell me how to change the settings.cfg to achieve what I want. And if you can't please reopen the bug.

And even if it is possible to change this behavior in the config file: a UI button to change such things would be much more convenient than digging through endless text files. (yeah, I know there are strange people who like doing that, but I am not one of them)