

Kerbal Space Program - Bug #13198

Imprecise Steam Controller input

11/06/2016 02:48 PM - Jajcus

Status: Duplicate	Start date: 11/06/2016
Severity: Normal	% Done: 100%
Assignee:	
Category: Controls and UI	
Target version:	
Version: 1.2.1	Language: English (US)
Platform: Linux	Mod Related: No
Expansion:	
Description	
<p>Default Steam Controller bindings for KSP map SC stick and triggers to keyboard control instead of analog axes. This makes impossible for precise flight control with the pad, even though the analog stick can provide much better precision.</p> <p>Theoretically it should be possible to configure the stick as a joystick axes and change KSP bindings to accept that. But it is hardly possible, as steam controller is set to 'menu' mode when using the input settings window and it needs to be in flight mode to properly set bindings for the flight mode.</p> <p>Control precision can be improved a bit by configuring 'analog emulation' in the SC settings, but that is just a workaround.</p> <p>The problem was already reported for 1.1.0: #9509</p>	
Related issues:	
Related to Kerbal Space Program - Bug #9509: Steam Controller stick not used f...	Confirmed 04/26/2016

History

#1 - 11/07/2016 03:22 PM - sal_vager

- Related to Bug #9509: Steam Controller stick not used for analog input added

#2 - 11/07/2016 03:23 PM - sal_vager

- Status changed from New to Duplicate

- % Done changed from 0 to 100

Thanks jajcus, but please be patient, reporting it again won't get it fixed any faster.