

Kerbal Space Program - Feedback #17059

Separate axis-inversion

01/20/2018 02:48 AM - nathan1

Status:	New		
Severity:	Low		
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	PS4 - Enhanced Edition 2018-01-16	Language:	English (US)
Platform:	PS4	Mod Related:	No
Expansion:			

Description

It would be very useful to be able to separately specify which input axes are inverted for each of:

- Roll, Pitch, Yaw
- RCS translation X, Y, Z
- Camera controls
- Simplified control scheme's "look around" mode

For example, I would like "up" on the joystick to be "RCS translate up" rather than the default "RCS translate down," but I still want forward on the joystick to be "pitch down." Also, I would like to invert the camera controls, but I **don't** want the "look around" mode to be inverted. I cannot accomplish this with the current implementation.

Currently there are only two "invert axis" options in the game: one for horizontal, and one for vertical. These options affect BOTH the camera controls AND the Simplified control scheme's "look around" mode (but not the flight controls). Breaking up axis inversion so that different functions can have their axes inverted separately (and also adding axis inversion for at least pitch and RCS up/down translation) would be very helpful.