

Kerbal Space Program - Bug #17066

No Fine move when in Tool:move and Snap Mode is Off

01/21/2018 03:40 PM - Garm12

Status:	New	Start date:	01/21/2018
Severity:	High	% Done:	0%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	PS4 - Enhanced Edition 2018-01-16	Language:	English (US)
Platform:	PS4	Mod Related:	No
Expansion:	Core Game		

Description

In the Vehicle Assembly Building and Space Plane Hangar Construction interfaces. When adjusting placement of part in the Tool:move interface. The Fine move(R1+[Move]) does not reduce controller sensitivity when Snap Mode is Off. The result is that controller sensitivity is too great for accurate adjustment of parts. This is in contrast to Tool:rotate where the sensitivity is reduced when Fine move is active and Snap Mode is Off.

Also it is my belief that curser movement should be very fine when using the PS4 Touch pad on the controller. I believe the sensitivity on the touch pad should be reduced to the point to allow it to be used for accurate curser movement when placing and moving parts and other actions that might require fine movement. Right now it is so sensitive it is literally unusable for any purpose.

History

#1 - 01/21/2018 04:07 PM - Garm12

I'd like to change my statement regarding the PS4 touch pad, I was going from memory the first time, I re-tested it.

Right now, the PS4 Touch pad on the controller does not move the curser when adjusting placement of parts in Tool:move and Tool:rotate interfaces. Also it is my belief that curser movement when using the touch pad if enabled in Tool:move and Tool:rotate should allow fine movement as well.

#2 - 01/22/2018 06:45 AM - Garm12

I was originally referring to Radial control mode but I have found that the same holds true for Fine movement in Cursor and Simplified control modes as well. Also I noticed that there is another bug in Simplified control mode in Tool:rotate when snap mode is off. The Fine rotation is wrongly being enables by pressing Hold R1 +[Vertical] L not Hold R2 +[Vertical] L as the on screen controller instructions say. Note Hold R2 +[Vertical] L is correct when snap mode is on.

The touch pad seems to be disable in Cursor and Syplified modes as well which now leads me to believe that disabling it in these tool interfaces are intentional.

#4 - 04/27/2018 04:34 PM - bewing

- Expansion Core Game added

Fine control mode for Radial and Cursor mode is L1 + Move, not R1. When I use L1, it works correctly for me in both modes with Angle Snap either on or off.

In Simplified mode, it is R1 + Move, and that is working correctly for me with Angle Snap either on or off.

So I can't reproduce your issue.

We are investigating adding the touchpad controls to the vessel editor.

#5 - 05/16/2018 09:02 PM - PrvDancer85

The move tool itself has no fine controll when snap is off. The fine move of the cursor works fine but that was not the subject...

#6 - 05/17/2018 04:16 PM - Garm12

[bewing](#), I'm referring to moving & positioning parts not curser movement. The curser does indeed slow down with L1 when a part is not selected, that is not the issue. In Tool:Move once a part is selected. Pressing R1+ [Move] is the correct procedure to enable Fine Move. The issue is that there is no Fine Movement with Snap Mode turned off when positioning parts.