

Kerbal Space Program - Bug #17242

Trim and Fine tune throttle conflict - Radial Preset

02/06/2018 07:43 PM - Arch3rAc3

Status:	New	Start date:	02/06/2018
Severity:	Normal	% Done:	0%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	XBoxOne - Enhanced Edition 2018-01-16	Language:	English (US)
Platform:	PS4, XBoxOne	Mod Related:	No
Expansion:	Core Game		

Description

With the Radial preset, for controlling your throttle you must hold LB (L1) and move the D-Pad Up/Down (instead of simply moving the D-Pad Up/Down and leaving LB + D-Pad for Maximum/Minimum instant throttle like it is with cursor settings). Not only the controls scheme is so limited to the point that for you to simply change this behaviour you must switch to another preset, which will change a lot more things than only this (instead of only having a toggle option to switch between using the LB modifier or not for fine throttle control) you also have the LB (L1) conflicting between two functions again: LB (L1) + Axis movement is used to trim your craft, therefore you just cannot control your throttle and change your craft attitude without trimming it and making it go all over the place.

Analysing again, I believe this is more of a bug than a feedback, although my suggestion would be for a toggle option be created so you could have the D-Pad Up/Down for fine throttle control instead of only Max/Min instant throttle.

History

#1 - 02/13/2018 10:33 AM - bewing

We are going to try to add a toggle option to it. However, for flying rockets and typical airplanes, there is no need whatsoever to do throttle fine tuning. Most players set the throttle (usually to max) and leave it there for extended periods of time. Any fine throttle adjustments that they do are very infrequent, and can be planned carefully in advance. The radial preset was designed for those players. Messing around with fine throttle control and HOTAS is something a tiny minority of players do, and it seems unwise to tailor the controller for their benefit to the detriment of the majority. But we will try to accommodate players like you in the radial preset, too.

#2 - 02/13/2018 05:26 PM - Arch3rAc3

beving wrote:

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Thank you!

My major problem with this, though, was when trying to land on an airless body, like doing the moon tutorial landing for example.

In the tutorial, it asks me to try maintaining a specific speed for a smooth and safe landing (very important when you are running a career mode with no Kerbal Respawn and no reverting) as opposed to cut throttle to increase vertical speed and give max throttle to brake - which may cause the craft to actually start climbing right before touchdown.

During these landings, though, you might also have to control the craft attitude, correcting it's flight path at the same time as you have to control the vertical speed, leading to the craft to be trimmed wildly towards a specific direction and making it go **Kaboom** if you can't cut throttle, reset trim, realign on flight path and apply throttle again in time before hitting the surface xD.

#3 - 04/28/2018 03:30 AM - BufordENewt

- Expansion Core Game added

I would love to have the option to change this. Can't tell you how many times I have been going for a soft landing, only to accidentally let off the LB button and wind up going max/min throttle. Thumbs up from me!