

Kerbal Space Program - Feedback #17396

About RCS in map mode

02/18/2018 03:24 AM - Ricasan_df

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

The RCS Mode (translation / rotation) should be preserved as same from docking mode when switching to map mode view (and a indicator added to UI).

When you want to make an very small adjustment in orbit while in map you can't use rcs (even with r1 modifcator, since it translate relative to "back to front" ship axis), when I want to "go to front" or "go back", not sideways or up or down.

Suggestion: Use R1 not as holding modifcator (to translate with rcs), but as a Switcher (between Rotation and translation) with an visual indicator in map view.