

Kerbal Space Program - Bug #17572

Timewarp and PAWs engage throttle in Simplified controls

02/24/2018 04:14 AM - nathan1

Status:	Investigating	Start date:	02/24/2018
Severity:	High	% Done:	20%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	PS4 - Enhanced Edition 2018-01-16	Language:	English (US)
Platform:	PS4, XBoxOne	Mod Related:	No
Expansion:	Core Game		

Description

Using the simplified control scheme with the new patch released today (2018-02-23) the engines are throttled up momentarily when you engage time warp:

1. Focus the timewarp GUI on the top left
2. Hit R1 to increase timewarp
3. The throttle will momentarily increase, then drop back to zero (you can see the engines fire, and you can verify the orbit's apoapsis and periapsis do indeed change)

(This may depend on whether you have the "analog throttle" option set, because that makes L1/R1 roll instead of throttle)

Similarly if you have multiple PAWs (part action windows) open and use R1 to switch between them the throttle is increased.

History

#2 - 04/27/2018 05:29 PM - bewing

- Status changed from New to Investigating
- % Done changed from 0 to 20
- Platform XBoxOne added
- Expansion Core Game added