

Kerbal Space Program - Feature #1840

Support for more than 20 joystick buttons

11/30/2013 08:40 AM - Gabriel_f

Status:	New	% Done:	0%
Severity:	Normal		
Assignee:			
Category:	Controls and UI		
Target version:			
Platform:	Linux	Mod Related:	No
Expansion:			
Description			
Hi!			
Since I love KSP so much, I've started working on a 36 button, dual stick joystick. I've got all the buttons done, but KSP only supports 20 buttons, it tells me right when I start it with my 36 button joystick plugged in.			
If it's a limitation in Unity(I hope not) I'll have to solve it in some other way, but if it's just a "soft limitation", please add support for more buttons.			
Being able to play KSP with a custom controller would be so god damn amazing I don't know where to start.			

History

#1 - 05/27/2014 02:11 PM - cartman

I have a dual joystick setup of Thrustmaster T.16000M. The game does not differentiate which joysticks button I pressed. I saw that in the settings file there is no joystick ID saved like with the axis'.

#2 - 05/09/2015 01:54 PM - tomato

See also problems with differentiating axes when the Joystick names are very long:
<http://forum.kerbalspaceprogram.com/threads/117360-Saitek-X-55-throttle-and-stick-KSP-considers-both-the-same-joystick>

In case of "Saitek Pro Flight X-55 Rhino Stick" and "Saitek Pro Flight X-55 Rhino Throttle" both are truncated to "Saitek Pro Flight X-55 R.", which makes the game unable to differentiate between them.

This is using version 1.0.2.

I was able to workaround this problem by using Advanced Fly By Wire mod, but this brings its own set of problems (at least not as severe as the above ones)