

Kerbal Space Program - Bug #19195

Can't rotate view with mouse right click + drag

06/11/2018 06:23 PM - mereloom

Status:	Updated	Start date:	06/11/2018
Severity:	Low	% Done:	10%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	1.4.3	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

I can not rotate camera view around the center of the view (craft). Right click + drag does nothing. Middle click + drag rotates camera around itself as expected.

When I right click and make a fast movement, then after releasing the right mouse button, the camera moves a little bit (inertial effect I guess).

This is the case both in mission view and in VAB.

Kerbal 1.4.3.2152 (WindowsPlayer x64) (fresh install + reset settings + new game + new spacecraft)
Windows 10

History

#1 - 06/11/2018 08:29 PM - jclovis3

Try pressing V to change camera view. You are probably in LOCKED view, which does not have this feature.

#2 - 06/11/2018 08:30 PM - jclovis3

- Status changed from New to Need More Info

If you continue to have issues, can you please describe the controls and symptoms you experience along with the camera view you have tested them in. I believe the KSP.LOG file will also show these changes if you upload it.

For further guidance, please see https://wiki.kerbalspaceprogram.com/wiki/Camera_view

#3 - 06/11/2018 08:40 PM - jclovis3

Actually, I need to restate that free view and chase view can rotate around a vertical axis with right click + drag, but the vertical part of this only works in an 180 degree arc and you have to rotate around horizontally 180 degrees to come down the other side. Locked view changes the axis to one of the horizontal ones (either X or Z axis) so the 180 degree arc limit is felt along the Y axis. Either way, you may just need to change views to get the angle you're looking for. You can also right-click on a part and aim the camera on that part to help control your angles but this will not fix any changes you've made by rotating the camera with center-click and drag. Cycling the [V]iew is the only way to reset the camera angles on the control part.

#4 - 06/12/2018 08:37 AM - mereloom

- File output_log.txt added

- Status changed from Need More Info to Updated

- % Done changed from 0 to 10

I tested different camera views as you suggested, and the issue persisted almost identically regardless of the camera view: when I right click and drag, nothing happens. When i right click and make a fast dragging motion, then after releasing the right mouse button, camera moves a little bit in the expected direction (as if the post-drag inertial effect is working). This issue also exists in the vehicle assembly building.

I have also attached the log file, in case you find it useful.

#5 - 06/12/2018 09:44 AM - jclovis3

- Status changed from Updated to Need More Info

- % Done changed from 10 to 0

By chance would you have a KSP.LOG file to look at? Also, what happens when you press the Back-slash (\) key? This is supposed to "Toggle Mouse Look" according to the key mappings in settings (main menu). When I do this, I can move the mouse around without any buttons and the camera moves around. What happens when you do it?

#6 - 06/12/2018 10:18 AM - mereloom

- Status changed from *Need More Info* to *Updated*
- % Done changed from 0 to 10

Pressing the \ key allows me to rotate the camera as expected. This functions as a viable workaround.

Unfortunately I was unable to locate KSP.LOG file from my computer.

Files

output_log.txt	561 KB	06/12/2018	mereloom
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