

Kerbal Space Program - Bug #19335

Partial joystick operation when connected after the game is launched

06/30/2018 07:47 AM - Tomator

Status:	New	Start date:	06/30/2018
Severity:	Low	% Done:	0%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	1.4.4	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

When the app is launched (the first menu is displayed) and **then** joystick is connected and the users enters into the control settings no axis is displayed in the analog settings. However, when the axis button is clicked, the pop-up displays *joy0.3* axis as assigned. When any axis is activated on the joystick by the user, this axis is displayed in the pop-up. When *Accept* is clicked still no axis is displayed on the analog control's button and when the button is clicked again, *joy0.3* axis is displayed on the pop-up the assigned one no matter which was assigned before. This probably means the engine does recognize the joystick even if one is connected after the startup but the rest of the game has some trouble with it.

I didn't test if the joystick works in game if connected after launching KSP 1.4.4 but in earlier versions the game had to be restarted to use the joystick. It's most likely unusable before it's configured and it cannot be configured in the case it was connected after the app is started.