Kerbal Space Program - Bug #19451

Num lock

07/27/2018 07:50 PM - Mientame

Status:	New		**Start date:**	07/27/2018
Severity:	Low		**% Done:**	0%
Assignee:				
Category:	Controls and UI			
Target version:				
Version:	1.4.5		**Language:**	English (US)
Platform:	Linux		**Mod Related:**	No
Expansion:	Core Game			

Description

Searched the bug tracker but still can't believe I am the first to report this.

Linux versions 1.4.0 to 1.4.4 the Num-lock was reversed. Page up (camera up) was swapped with 9, Home was swapped with 7, etc. No big deal, easy to work around that.

In version 1.4.5 the keypad buttons are inoperable regardless of Num-lock state. When attempting to assign secondary key bindings it also ignores Num-lock state. This version is less easy to work around.