

Kerbal Space Program - Bug #19585

Fine controll now acts like trim

08/28/2018 04:06 PM - PrvDancer85

Status:	New	Start date:	08/28/2018
Severity:	Low	% Done:	0%
Assignee:			
Category:	Input Devices and Settings		
Target version:			
Version:	PS4 - Enhanced Edition 2018-07-19	Language:	English (US)
Platform:	PS4	Mod Related:	No
Expansion:	Core Game		

Description

Idk if fine controll is intended to work like this but i guess not. If u switch to fine controll during flight it doesnt go back to neutral after an input (roll,pitch,yaw). If u turn off sas (because counteracts trim) u can see how the inputs stay nailed in position after u gave an input and the stick on the gamepad is in neutral.

Repo: take the first stockplane, lift off, turn on fine controll, turn off sas, trim the plane to your liking with fine controll

All controll shemes