

Kerbal Space Program - Feedback #20771

Secondary keybindings IJKL for wheels, EVA Kerbal

12/29/2018 01:54 AM - Anonymous

| | | | |
|------------------------|-----------------|---------------------|--------------|
| Status: | New | | |
| Severity: | Low | | |
| Assignee: | | | |
| Category: | Controls and UI | | |
| Target version: | | | |
| Version: | Not Applicable | Language: | English (US) |
| Platform: | Windows | Mod Related: | No |
| Expansion: | Core Game | | |

Description

We often suggest to new players that they rebind the steering keys to something that does not also command rotation.

<https://forum.kerbalspaceprogram.com/index.php?topic/171179-rover-flipping-in-low-gravity-environments/>

If the keys I J K L were secondary for wheel-control, the advice would be simply 'try them'.

Similarly, Kerbal RCS uses different keys than craft RCS, but I J K L H N could be secondary to let Kerbal RCS work the same.

Snippet from the suggested settings.cfg attached, for a QWERT* layout, other layouts would have the TRANSLATE_* entries copied to the EVA_Pack_* entries.

Files

| | | | |
|---------|---------|------------|-----------|
| set.txt | 1.04 KB | 12/29/2018 | Anonymous |
|---------|---------|------------|-----------|