

Kerbal Space Program - Bug #21007

Joystick buttons in input mapping screen do not show which joystick they belong to

01/21/2019 07:53 AM - Hyratel

<b>Status:</b>	New	<b>Start date:</b>	01/21/2019
<b>Severity:</b>	Normal	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Controls and UI		
<b>Target version:</b>			
<b>Version:</b>	1.6.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Linux, Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		
<b>Description</b>			
<p>I run two joysticks - a flight stick (4 axis, 7 buttons, hat) and a game pad (4 axis, 12 buttons, hat) (the exacts are irrelevant to this issue except that they're different models, and both use the Windows Generic DInput USB game controller interface) When you map a joystick button to a button input, it only says [joystickbutton#] This is a problem because the input maps between gamepad and flight stick can be VERY different</p> <p>This is an old Unaddressed problem, dating back as long as there's been game controller support.</p> <p>Disclosure: I was an Experimentals team member and may have raised this in the past</p>			

History

#1 - 08/05/2020 10:50 PM - drdeath

- Platform Linux added

This Issue still persists. I managed to get a button assignment to Joystick1Button1 once, but was never able to reproduce this behaviour. When the config file is manually edited to contain e.g. Joystick1Button1 or Joystick0Button1, the game interprets it correctly.

Files

HePVwHe[1].png	12.3 KB	01/21/2019	Hyratel
E90F8cb[1].png	24.6 KB	01/21/2019	Hyratel