

Kerbal Space Program - Bug #21008

Joystick axis mapping does not show "Friendly name" of joystick used

01/21/2019 08:04 AM - Hyratel

Status:	New	Start date:	01/21/2019
Severity:	Normal	% Done:	0%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	1.6.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

when mapping joystick axes while using multiple controllers, the configurator only shows the internal list ID# of the joystick mapped to that input, rather than associating it with a "friendly name".

This can cause problems, as the internal Joy ID# can change between reboots, or if joy0 was unplugged, turning joy1 into joy0 and when was-joy0 is plugged back in it is now joy1, or just because windows randomly feels like ruining your day.

The friendly names are somehow available to the game, as evidenced by the Advanced Fly By Wire mod using them

This is also an old issue, and sibling to <https://bugs.kerbalspaceprogram.com/issues/21007>

Files

oRXtlEm[1].png	7.03 KB	01/21/2019	Hyratel
E90F8cb[1].png	24.6 KB	01/21/2019	Hyratel
WTN4GFF[1].png	58.3 KB	01/21/2019	Hyratel