Kerbal Space Program - Feedback #21009

No visual feedback in joystick axis mapping for deadzone/sensitivity adjustment

01/21/2019 09:21 AM - Hyratel

Status:	New			
Severity:	Low			
Assignee:				
Category:	Controls and UI			
Target version:				
Version:	1.6.1		**Language:**	English (US)
Platform:	Windows		**Mod Related:**	No
Expansion:	Core Game			

Description
this is sibling to [#21008](), but not tied to it
The lack of realtime feedback on the joystick axis mapping screen causes a tiresome and discouraging cycle of set deadzone -> test in flight -> return to settings, tweak DZ slightly -> test in flight -> repeat
a realtime slider showing axis positions has been common in joystick-enabled games dating back to before 2000 (cite: NFS Porsche), and its absence is felt sorely in a game as reliant on quality joystick configuration as KSP