

Kerbal Space Program - Bug #21146

Help with RCS controls on xbox not locking primary controls.

02/04/2019 09:16 PM - FroggyNight

Status:	Closed	Start date:	02/04/2019
Severity:	Low	% Done:	100%
Assignee:			
Category:	Gameplay		
Target version:	Xbox One - Enhanced Edition 2019-03-28 Patch 3		
Version:	Xbox One - Enhanced Edition 2018-07-19	Language:	English (US)
Platform:	XBoxOne	Mod Related:	No
Expansion:	Core Game		
Description			
<p>First off Im playing the enhanced edition on the Xbox. So what is happening now is that when I enable my RCS and use them to adjust my altitude, it causes my craft to spin because those are the same button commands to rotate my craft. To activate RCS its RB then B. Then while thats active, altitude is, hold RB then ether LT or RT. But LT and RT are craft rotation so i spin out of control. The game didn't used to do this and i think it might be because of the latest update. Previously using RCS would lock the other controls so I wouldnt spin, just go up and down. Do you know how i can deal with this? Landing is a little rougher now.</p>			

History

#1 - 03/28/2019 04:55 AM - joshua.collins

- Status changed from New to Ready to Test
- Target version set to Xbox One - Enhanced Edition 2019-03-28 Patch 3
- % Done changed from 0 to 80

#2 - 07/24/2019 11:44 PM - chris.fulton

- Status changed from Ready to Test to Resolved
- % Done changed from 80 to 100

#3 - 07/24/2019 11:44 PM - chris.fulton

- Status changed from Resolved to Closed