

Kerbal Space Program - Feedback #2116

Tweakables have deadzones at the end

02/22/2014 07:14 AM - BloodyRain2k

Status:	Needs Clarification	
Severity:	Low	
Assignee:		
Category:	Controls and UI	
Target version:		
Version:	0.23	Language: English (US)
Platform:	Any	Mod Related: No
Expansion:		

Description

The tweakable bars have deadzones at the ends which prevent fine tuning near minimum and maximum settings.

An example are chutes and engines: it's not possible to set chutes to open at more than 50m but less than 300m because it jumps from 300m straight to 50m.

For engines you can't set the thrust to more than 94.5% but less than 100% for the same reason.

It would also be nice to be able to use the mousewheel for fine tuning by hovering over the bar and then using the wheel to move in 1 step adjustments, because with dragging I could so far NEVER set an engine to 50% thrust as it jumps from 49.5% straight to 50.5%.

History

#1 - 02/26/2014 12:09 PM - Ted

- Tracker changed from Bug to Feedback

I agree there, being able to use the mousewheel to increment tweakable values would be very useful - good suggestion.

#2 - 07/17/2016 09:25 AM - TriggerAu

- Status changed from New to Needs Clarification