Kerbal Space Program - Feedback #22822

allow more part-adjustments to be bound to axis groups

06/08/2019 04:10 AM - Anonymous

Status:	Not Fixed		
Severity:	Low		
Assignee:			
Category:	Controls and UI		
Target version:	1.7.2		
Version:	1.7.1	**Language:**	English (US)
Platform:	Windows	**Mod Related:**	No
Expansion:	Core Game		

Description

In particular 'Authority Limiter' on aerodynamic control surfaces,
and 'Deploy Limit' on cargo bays
would expand creative scope without adding any new concepts to the UI.

(I notice the lights R G B color weights **are** bindable to axis groups, so we can have in-flight adjustable mood lighting)

History

#1 - 06/13/2019 05:19 PM - nestor

- Status changed from New to Ready to Test

- Target version set to 1.7.2

He have added some of them already. If you have more suggestions please send them over.

#2 - 06/16/2019 04:45 AM - Anonymous

- Status changed from Ready to Test to Not Fixed

ThrustLimit, Authority Limit, and Deploy Limit, are **very** useful to have bindable to control axes. Thanks very much. I see no other obvious choices to add to the list.

The 10-meter heat shield has a Deploy Limit that is now bindable, so we can deflate it if we configure it so in the VAB, solving some cases where it is hard to jettison https://forum.kerbalspaceprogram.com/index.php?/topic/167830-deflate-o-shields/

However, in version 1.7.2, the ThrustLimit is bindable on engines, but not RCS,
available on ModuleEngines but not ModuleRSCFX.

This distinction is not apparent to the player, so someone who sees that engine thrust is controllable will expect the same from a Vernor.