

Kerbal Space Program - Feedback #22906

Add 5th custom axis

06/16/2019 01:28 PM - Kirk

Status:	New		
Severity:	Low		
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	1.7.2	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground		

Description

Most controllers have 5 axes: stick 1 up/down, stick 1 left/right, stick 2 up/down, stick 2 left/right, and trigger left/right. It would be cool if we could map all 5 controller axes to custom (robotics) axes :D