

Kerbal Space Program - Bug #24035

Settings loaded in local number format, but saved UK/US

10/22/2019 06:52 PM - Blendiac

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|------------------------|----------------------------|---------------------|--------------|
| Status: | New | Start date: | 10/22/2019 |
| Severity: | Low | % Done: | 0% |
| Assignee: | | | |
| Category: | Input Devices and Settings | | |
| Target version: | | | |
| Version: | 1.8.0 | Language: | English (US) |
| Platform: | Windows | Mod Related: | No |
| Expansion: | Breaking Ground, Core Game | | |

Description

Since KSP 1.8, decimal values in settings.cfg are screwed up, always defaulting to 1.

Looking at it, it seems it drops the part before the decimal point and reads the rest as an integer.

Example:

- My deadzone for an axis was 0.296
- after 1.8, it is now 296, being clamped to 1.0 in the settings menu
- I can use the sliders in-game to change it to 0.296, but it will again save it as 296, so it will be wrong on restart again

As this seems to be an error parsing the decimal in this format, I tried my system's (German) default format with a , instead of a ., and voila - it works.

Workaround:

- Edit the file manually to set the deadzone to 0,296 (which is German number format, and my system is set to German), and it reads the setting correctly to 0.296

History

#1 - 10/27/2019 10:04 PM - vrampal

Looks like the following issues are related:

<https://bugs.kerbalspaceprogram.com/issues/23909>

<https://bugs.kerbalspaceprogram.com/issues/24035>

Settings saved in US locale but loaded in system locale.