Kerbal Space Program - Bug #24408

Some control combinations locked out

11/21/2019 07:07 AM - m_creech

Status:	Need More Info	**Start date:**	11/21/2019
Severity:	Low	**% Done:**	0%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	1.8.1	**Language:**	English (US)
Platform:	Windows	**Mod Related:**	No
Expansion:	Core Game		

Description

- I was flying a small aircraft, trying to induce spins and tumbling by smashing keys, and discovered that some control combinations are not allowed.

In order to test, hold down the first two control keys and then add the third. This works even with a stationary craft, the pitch/yaw/roll control indicator will show what's happening. The order of the first two key presses does not matter, e.g. [pitch + roll] is the same as [roll + pitch].

- If command is pitch + roll, yaw in same direction as roll is locked (opposite yaw is allowed).
- If command is pitch + yaw, roll in same direction as yaw is locked (opposite roll is allowed).
- If command is roll + yaw in same direction, all pitch commands are locked.
- If command is roll + yaw in opposite direction, pitch commands are allowed.

Further testing showed that when SAS is engaged, it has full control authority in the locked axis. Manual key presses show no difference with SAS on or off.

Most players won't cross-control their craft in this fashion, but there doesn't seem to be any reason for the lock outs.

Windows 10 64-bit, Steam, no mods

History

#1 - 01/14/2020 02:57 AM - abc

- Status changed from New to Need More Info

I'm fairly sure this is just a keyboard rollover issue not an issue with KSP. I see the same thing with my keyboard. Open notepad and try holding down the same keys, say D then E then W. The D and E show up right away but the W doesn't when pressed. However, D then E then C (for example) or D then Q then W show up right away. You can try with various keys and some combinations work and some don't. So I think this is just a common style of internal keyboard layout and a keyboard with 3-key rollover or more would work fine. You can also remap or add additional key mappings to get something that works with your keyboard. It might be possible to add single altenate keys that do multiple actions, I didn't check.

#2 - 01/15/2020 04:02 AM - m_creech

abc -

I agree, good catch. I'll remember to double check these sorts of issues outside the game if it comes up again. Thanks!