

Kerbal Space Program - Bug #24735

Logitech X56 HOTAS not detected correctly

01/26/2020 04:03 PM - SMILIE_AUT

Status:	New	Start date:	01/26/2020
Severity:	Low	% Done:	0%
Assignee:			
Category:	Input Devices and Settings		
Target version:			
Version:	1.8.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground, Core Game, Making History		

Description

I have a Logitech X56 HOTAS and I'm struggling to get it working in KSP. Binding axes (kinda) works but binding buttons is horribly buggy.

Axes

I can bind the axes in the settings and they are detected correctly. The stick and throttle are bound separately and the axes work ingame.

BUT there are two problems with the axes ingame:

1. There is an input delay of about half a second until the control reacts to the input.
2. The four custom axes for the action groups aren't working. If I bind an action to them (like extending a piston) those axes are always at 50% and won't change on input

Buttons

Binding buttons seems to work in the settings dialog (I can assign all the buttons of the two devices) but both devices are assigned as "JoystickButtonX" and not the second one as "Joystick2ButtonX" as it's supposed to be.

When I use those buttons ingame both devices are triggering both actions.

For example I bound staging to button 5 on the stick and toggle translate/rotate on button 5 on the throttle they are both bound to "JoystickButton5". So if I press the button on the stick this triggers staging AND toggle translate/rotate. Same if I press button 5 on the throttle.

I've bound the following actions in the attached settings.cfg:

To the X56 Stick:

AXIS_PITCH
LAUNCH_STAGES

To the X56 Throttle:

AXIS_THROTTLE
Docking_toggleRotLin

Windows is correctly detecting the both the Stick and the Throttle.

Here is the start of the log for system information:

```
[LOG 13:45:44.056] ***** Log Initiated for Kerbal Space Program - 1.8.1.2694 (WindowsPlayer x64)
en-us *****
Kerbal Space Program - 1.8.1.2694 (WindowsPlayer x64) en-us
```

OS: Windows 10 (10.0.0) 64bit

CPU: AMD FX(tm)-6350 Six-Core Processor (6)

RAM: 16348

GPU: Radeon RX 580 Series (8172MB)

SM: 50 (Direct3D 11.0 [level 11.1])

RT Formats: ARGB32, Depth, ARGBHalf, Shadowmap, RGB565, ARGB4444, ARGB1555, Default, ARGB2101010, DefaultHDR, ARGB64, ARGBFloat, RGFloat, RGHalf, RFloat, RHalf, R8, ARGBInt, RGInt, RInt, BGRA32, R

GB1111110Float, RG32, RGBAShort, RG16, BGRA10101010_XR, BGR101010_XR, R16

I've attached the settings.cfg. Do you need any other information?

History

#1 - 01/26/2020 09:33 PM - SMILIE_AUT

- *Description updated*

Files

settings.cfg	35.3 KB	01/26/2020	SMILIE_AUT
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