

## Kerbal Space Program - Bug #25089

### RCS Translation X axis is inverted after update

03/28/2020 12:59 AM - Jitenshazuki2

<b>Status:</b>	New	<b>Start date:</b>	03/28/2020
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Controls and UI		
<b>Target version:</b>			
<b>Version:</b>	PS4 - Enhanced Edition 2020-02-19 Patch 11	<b>Language:</b>	English (US)
<b>Platform:</b>	PS4	<b>Mod Related:</b>	No
<b>Expansion:</b>	Breaking Ground, Core Game, Making History		

#### Description

Control Preset: any (tested with radial, cursor and simplified)

After update, X axis for translation is inverted: when pushing stick to the right, vehicle moves to the left. Docking widget shows that translation should be to the right (crosshair moves to the "right" on the X axis in the widget, see the attached picture). For other axes docking widget matches the translation movement.

I cannot say which update is the cause, but there was no inversion around spring 2019.

#### Files

Kerbal Space Program Enhanced Edition_20200328011130.jpg	568 KB	03/28/2020	Jitenshazuki2
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