

Kerbal Space Program - Bug #25847

Action set bug on axis.

07/25/2020 01:41 PM - jukkamuhonen@hotmail.com

<b>Status:</b>	New	<b>Start date:</b>	07/25/2020
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Action Groups		
<b>Target version:</b>			
<b>Version:</b>	1.10.0	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Breaking Ground, Core Game, Making History		
<b>Description</b>			
Situation: During flight i edit actions. I make action on custom axes, i set them on light, rgb values. Axis values are normal, and incremental. Now stop editing actions, everything works fine, but when i choose set 1-4 and try those axis, their values are normal and absolute when using those. I haven't binded anything at set 1-4 and they doesn't have override checked.			