

Kerbal Space Program - Bug #25997

Multiple joysticks shares buttons and If same named joystick others are removed

08/26/2020 03:19 PM - jukkamuhonen@hotmail.com

Status: Confirmed	Start date: 08/26/2020
Severity: Low	% Done: 10%
Assignee:	
Category: Controls and UI	
Target version:	
Version: 1.10.1	Language: Deutsch (German), English (US), Español (Spanish), Français (French), Italiano (Italian), Português-Brazil (Portuguese-Brazil), русский (Russian), 日本語 (Japanese), 简体中文 (Chinese Simplified)
Platform: Linux, OSX, PS4, Windows, XboxOne	Mod Related: No
Expansion: Breaking Ground, Core Game, Making History	

Description

Every controller shares buttons.

Every controller which is named same than one is removed.

I know Unity games which supports multiple controllers without issues, i don't know why developers insists that it isn't possible to have multiple controllers on Unity engine.

History

#1 - 10/16/2020 07:17 AM - jukkamuhonen@hotmail.com

- Status changed from New to Confirmed

- % Done changed from 0 to 10