Kerbal Space Program - Bug #27107

Maneuver node editing with middle mouse wheel has sensitivity bug

01/21/2021 11:42 AM - jukkamuhonen@hotmail.com

Status:	New	**Start date:**	01/21/2021
Severity:	Low	**% Done:**	0%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	1.11.0	**Language:**	English (US)
Platform:	Windows	**Mod Related:**	No
Expansion:	Core Game		

Description

When adjusting maneuver node to one direction with mousewheel one direction it works as expected.
If you change direction of mousewheel other way sensitivity jumps to very high so you allways over do maneuver node to that direction.

Only way to do maneuver node is with midde mouse is now to avoid changing mouse wheel direction when adjusting maneuver node and change it only to one direction at time.

History

#1 - 01/31/2021 12:07 AM - ElectroLlama

jukkamuhonen@hotmail.com wrote:

> If you change direction of mousewheel other way sensitivity jumps to very high

I think this is an intended game mechanic, not a bug (maybe not a well-balanced mechanic). This has been part of the game's design when editing maneuver nodes by clicking and dragging one of the directions. Click and hold the prograde marker and drag outward. Then drag inward. Dragging outward has a much quicker effect since that is the intended direction. To undo going too far prograde, it's better to move the retrograde button outward. Scrolling in either direction has the same behavior; it's much more sensitive in the intended direction (scrolling up when hovering the mouse over prograde).

You can get around this by using the maneuver node editor in the bottom left corner. There, you can change the maneuver incrementally while having full control over its sensitivity. You can also use the scroll wheel there, which actually does have the same sensitivity in both directions.