

Kerbal Space Program - Bug #27467

Certain Joysticks Not functioning properly.

03/30/2021 04:18 PM - Arglarg

Status:	New	Start date:	03/30/2021
Severity:	Low	% Done:	0%
Assignee:			
Category:	Input Devices and Settings		
Target version:			
Version:	Not Applicable	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground, Core Game		

Description

When I attempt to use my Sidewinder Force Feedback 2 joystick all of the range of motion is in the bottom right quarter of the joysticks range of motion. Likewise the yaw control is also only functional on the right half. Outside of that region all surfaces instantly move to the maximum on one particular side. This issue (and a jury rigged fix) are best explained on a reddit thread from years ago. Here is the thread

https://www.reddit.com/r/KerbalSpaceProgram/comments/2k7ihz/joystick_motion_range_problem/

Though this is possible to get around it would be great for many KSP players if this could be fixed at some point in the future. This bug was present a year ago when I first tried to use a joystick for KSP, and also now, the reddit thread is old, so I assume this is an issue on many versions so I did not specify. The thread mentions that this may be a unity issue so this may be unfixable, but if you can fix this I would greatly appreciate it.