

Kerbal Space Program - Bug #28028

Re: Mouse wheel direction inverted on Linux

06/24/2021 09:23 PM - AHHans

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|------------------------|-----------------|---------------------|--------------|
| Status: | New | Start date: | 06/24/2021 |
| Severity: | Low | % Done: | 0% |
| Assignee: | | | |
| Category: | Controls and UI | | |
| Target version: | | | |
| Version: | Next Release | Language: | English (US) |
| Platform: | Linux | Mod Related: | No |
| Expansion: | Core Game | | |

Description

It's the return of the dreaded bug [#23904](#) in 1.12 (O.K. Maybe not so much dreaded but more amusing.)
On Linux the direction of the mouse wheel is inverted.

The workaround of changing "scale = 1" to "scale = -1" in the settings.cfg under "AXIS_MOUSEWHEEL" still works.

History

#1 - 06/25/2021 04:32 PM - BIKBltChemie

I apologize for making a second bug report ([#28040](#)) on this issue without checking first to see if it had already been reported. Please feel free to merge my comments with this report.

<https://bugs.kerbalspaceprogram.com/issues/28040>

#2 - 06/30/2021 04:59 AM - micha

The workaround of changing "scale = 1" to "scale = -1" in the settings.cfg under "AXIS_MOUSEWHEEL" still works.

Not really - it makes zooming correct, but then scrolling all lists are inverted.

Also, possibly related, right-click-drag-rotating is much slower than in 1.11.2.

Also confirmed in 1.12.1.

#3 - 08/04/2021 08:22 PM - AHHans

As far as I can tell this has been fixed in 1.12.2.

Thanks!