

Kerbal Space Program - Bug #435

Unable to map non-English keys

03/18/2013 01:53 AM - martscht

Status: Updated	Start date: 03/18/2013
Severity: Normal	% Done: 10%
Assignee:	
Category: Controls and UI	
Target version:	
Version: 0.19	Language: English (US)
Platform: Linux	Mod Related: No
Expansion:	
Description	
I reported this in the forums, but was told to report it here. So here it is:	
Problem: I am unable to map keys specific to the German language keyboard. Specifically, I am unable to map "Ã¼", "Ä", or "Å", which have designated keys on the german keyboard. When I try, the mapped key window says "none" and I am unable to use the key in-game.	
Reproducibility: For all I have tried it seems that I am unable to map any character that is not included in English standard encoding. English characters that can be obtained on my German keyboard with some typing-gymnastics are mappable (e.g. the "]" which requires my AltGr + 9).	
Version Specifics: This is new to the Linux build of .19, because I was able to map these keys in .18.4 under Windows. I must admit though, that I have not tried it in .19 under Windows.	
System Specs: Running Ubuntu 12.04 (Precise) on Dell XPS 15z with German standard keyboard. I have checked out some stuff to ensure that is (most likely) not a system issue, i.e. the keys are mappable in other games and applications.	
Related issues:	
Related to Kerbal Space Program - Bug #1561: Keyboard map is wrong with Itali...	Acknowledged 10/17/2013
Related to Kerbal Space Program - Feedback #3324: Full-Thrust Hotkey interfer...	Needs Clarification 08/2014

History

#1 - 03/18/2013 02:07 AM - martscht

I knew I forgot something important, but in this setup of the bugtracker I seem to be unable to edit my original post, so here's an addition to the system specs: My Ubuntu 12.04 is setup as an English (US) locale - but it runs on a laptop I bought in Germany so the keyboard is German standard.

#2 - 03/22/2013 02:33 AM - SinPistones

The game won't recognize the special character "Ä" which is present in spanish keyboards either.

#3 - 10/30/2013 07:15 AM - sr

- Platform Linux added

#4 - 12/30/2013 09:47 AM - Voidi

- Status changed from New to Confirmed

- % Done changed from 0 to 10

can confirm this for Å, Ä, Ã¼ and [,] (changing vessel doesn't work with this standartmapping)
toggling navball in mapview (Period on the Numpad) doesn't not work either

#5 - 03/16/2014 07:39 AM - Lysius

I can not map any keys that are not also present as a key on the US layout (Ä, Å, Ã¼, Ä', #<) (although some are included in ASCII).
Most of the keys are located somewhere to the very right of the keyboard on the german standard layout and rarely used in games. But I normally use

the german neo2 layout for typing, which has $\tilde{A}/\tilde{4}\tilde{A}\tilde{A}$ on the keys that normally hold yxc (zxc on US layout) and so I have to change keyboard layout when playing KSP.
Currently have this problem with 0.23 on Linux (Fedora 20).

#6 - 07/17/2016 09:23 AM - TriggerAu

- *Status changed from Confirmed to Needs Clarification*
- *% Done changed from 10 to 0*

#7 - 07/19/2016 11:35 PM - ____

- *Status changed from Needs Clarification to Updated*
- *% Done changed from 0 to 10*

Still an issue on 1.1.3 with both ASCII and non-ASCII keys.