

Kerbal Space Program - Feedback #9339

Gamepad buttons don't work ingame

04/20/2016 06:16 AM - Badsector

Status:	Needs Clarification		
Severity:	Normal		
Assignee:			
Category:	Application		
Target version:			
Version:	1.1.0	Language:	English (US)
Platform:	Linux	Mod Related:	No
Expansion:			

Description

My hardware is a ps2 gamepad with usb adapter and work fine with ksp 1.05 and all others game but in ksp 1.1 buttons R2 and L2 are not recognized

History

#1 - 04/20/2016 07:02 PM - Badsector

- File settings.cfg added

Further investigation have revealed that, those 2 buttons are mapped as axis Joy0.2 L2 and Joy0.5 R2

#2 - 04/21/2016 11:28 AM - sal_vager

- Tracker changed from Bug to Feedback

Axis as buttons are not supported, unfortunately.

Changing to feedback.

#3 - 04/21/2016 11:57 AM - Badsector

those are buttons not axis (value 0,1, axis have values -1,1), the game map them as axis but they are buttons, this gamepad have 6 axis and 12 buttons but for ksp 1.1 i have 8 axis and 10 buttons, the bug is that they are wrongly recognized as axis, fortunately i don't care too much because i use them for throttle but still a bug.

You can simply ignore it if the problem is only mine and don't became more worse.

#4 - 04/21/2016 02:22 PM - sal_vager

I don't know which one you have, but the Sony Playstation Dualshock 2 controller and others had analogue buttons.

Internally, the DualShock 2 was lighter and all of the buttons (except for the Analog mode, start, select, L3 and R3 buttons) were readable as analog values (pressure-sensitive).[4]

<https://en.wikipedia.org/wiki/DualShock#Controllers>

When assigning a controller button KSP asks Unity to return the next button pressed on a controller, it doesn't look for axis, and when binding axis it doesn't look for buttons.

The adapter must have come with some software to change the button behaviour.

#5 - 04/21/2016 04:15 PM - Badsector

Mine is a dualshock 6 axis 12 digital buttons, different from dualshock 2 with 6 axis 8 pressure sensitive buttons and 5 digital buttons

In linux is a kernel module that recognize joystick and for calibrate it i have always used a script at ksp startup, now with ksp 1.1 the joy is recognized from the game and system calibration or values are ignored.

Probably is a unity 5 bug and i don't want bother too much because i can play with them as axis.

As feedback i can tell i prefer have it like old versions of ksp with joystick configuration handled by system utility, the new system sometimes have strange response on axis curves but i can deal with it and i can play without major issues.

#6 - 04/24/2016 04:42 PM - sal_vager

What about trying KSP without the script, and calibrating the pad in js-test ?

#7 - 04/25/2016 05:49 AM - Badsector

The script work with jscal, is created automatically after calibrating the joystick with js-test-gtk with "jscal /dev/js0 -p > joystick.sh"

```
jscal -s  
7,1,0,100,155,5368545,5368545,1,0,100,155,5368545,5368545,1,0,100,155,5368545,5368545,1,0,0,0,536854528,536854528,1,0,0,0,536854528,536854528,0,0 /dev/input/js0
```

Works fine with all games and KSP 1.05 too but KSP 1.1 override those values (or use a different way for get joystick input).

#8 - 07/17/2016 09:46 AM - TriggerAu

- Status changed from New to Needs Clarification

Files

Player.log	490 KB	04/20/2016	Badsector
settings.cfg	24.9 KB	04/20/2016	Badsector
KSP.log	203 KB	04/20/2016	Badsector
settings.cfg	24.9 KB	04/20/2016	Badsector