

## Kerbal Space Program - Bug #9509

### Steam Controller stick not used for analog input

04/26/2016 03:33 PM - Jajcus

<b>Status:</b>	Confirmed	<b>Start date:</b>	04/26/2016
<b>Severity:</b>	Low	<b>% Done:</b>	10%
<b>Assignee:</b>			
<b>Category:</b>	Controls and UI		
<b>Target version:</b>			
<b>Version:</b>	1.1.0	<b>Language:</b>	English (US)
<b>Platform:</b>	Linux	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

For precise flight control one would expect the Steam Controller stick to be used as analog stick. Unfortunately this is not the case with the provided configuration (the stick is mapped to a digital D-Pad).

#### Related issues:

Related to Kerbal Space Program - Bug #13198: Imprecise Steam Controller input

**Duplicate**

**11/06/2016**

#### History

##### #1 - 04/26/2016 06:14 PM - sal\_vager

- Status changed from New to Need More Info

Hi Jajcus, is this with KSP running in Steam big picture mode?

##### #2 - 04/27/2016 05:16 PM - Jajcus

Yes, Big Picture mode. The controller works, but the input is not analog, so not as precise as it should be.

Changing the stick mapping to 'analog emulation' improves things a bit, but it is still not the real thing.

Mapping the stick to 'joystick move' makes it do nothing at all in KSP.

##### #3 - 07/17/2016 09:48 AM - TriggerAu

- Status changed from Need More Info to Needs Clarification

##### #4 - 11/07/2016 03:22 PM - sal\_vager

- Related to Bug #13198: Imprecise Steam Controller input added

##### #5 - 11/07/2016 03:24 PM - sal\_vager

- Status changed from Needs Clarification to Confirmed

- % Done changed from 0 to 10

The reported behaviour is accurate.