

Dear LfS-developers,

I am playing Your game for a couple of years now and I really got into it.

Unfortunately, due to medical conditions I am actually unable to use a steering wheel, because I can't apply the required force to do so.

Thus I play Your game using an analog gamepad as this seems to be the best alternative.

Unfortunately a gamepad reacts in a quite aggressive way though and thus I am convinced, that there is room for some improvements.

As an example I'll refer to the slider that controls Your wheel's maximum steering input.

The minimum value for that being 90° results in a gamepad's analog stick being a quite aggressive and nasty thing for steering.

For my purpose it would be much better, if that value could be lowered to 10° for example, so that minimal movements won't result in the car's steering to be nearly fully turned around.

The same accounts for throttle and brakes, for which I use the second analog stick.

Here a similar control-option would be very nice, so that You are able to give throttle/brake more smoothly (and thus not to ruin Your tyres in the very first laps).

I hope these short explanations help to understand my problems.

I would really appreciate these issues being fixed/worked on, so that gamepad-users as I am have a little more chances to really compete.

Who knows, maybe there are even more people missing that options (maybe even due to medical conditions as in my case).

Sincerely Yours,