

## Kerbal Space Program - Bug #16077

### key assignment for german keyboard

10/05/2017 03:14 PM - KroShan

<b>Status:</b>	Updated	<b>Start date:</b>	10/05/2017
<b>Severity:</b>	Normal	<b>% Done:</b>	10%
<b>Assignee:</b>			
<b>Category:</b>	Controls and UI		
<b>Target version:</b>			
<b>Version:</b>	1.3.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

<https://forum.kerbalspaceprogram.com/index.php?/topic/166180-key-assignment-for-german-keyboard/>

i updated from a clean 1.3.0 to the pre-release branch [en]. With my german keyboard (qwertz) i a had a few changes:  
proximity vessel switching changed:

-prev vessel B to ü

-next vessel ´ to +

so it is one 'line' deeper on the keyboard.

[http://xahlee.info/kbd/i/layout/Germany\\_kbd.svg](http://xahlee.info/kbd/i/layout/Germany_kbd.svg)

The focus to current vessel function in map mode was shifted from beeing 'backspace' in all past versions to now beeing ' ^ ' since this function is not assignable i tried all the keys to find it...

#### History

##### #1 - 10/05/2017 06:15 PM - Squelch

- File screenshot30.png added

- Status changed from New to Need More Info

Hi KroShan,

That's interesting. We recently fixed how some keys were being identified, and the layout should now correctly correspond to the same physical key locations as that in English. Previous and Next vessel should be on [ and ] which correspond to ü and +. Reset camera is ` on an English layout and becomes ^ auf Deutsche

Due to the fix that was applied, the existing, and incorrect key bindings may still be registered in the settings, but are now at the correct locations. In other words your previous changes may no longer be required, and are now causing problems.

~~The best solution is to firstly back up your settings.cfg file so you can refer to it if necessary. Delete the original from the base KSP installation folder. Start KSP and make your desired settings and select Deutsche layout.~~

[Update] In the input settings, select any other layout, and then switch back to the QWERTZ layout. This will reset any incorrect bindings and changed keys.

Things should work correctly after this. I attach a screenshot of the default layout for the QWERTZ layout with the second column showing the characters detected at those physical locations.

##### #2 - 10/06/2017 12:12 AM - Squelch

- Project changed from KSP Pre-Release to Kerbal Space Program

- Category changed from Controls to Controls and UI

- Status changed from Need More Info to Updated

- % Done changed from 0 to 10

- Version changed from Build 01863 to 1.3.1

##### #3 - 10/06/2017 07:36 AM - KroShan

Yes this reset to default works to set the keys to the equivalent of the english layout.

- nonetheless it may be changing the (learned) keyboard assignment for all german players - it was different from 0.18 to now.

**Files**

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screenshot30.png

182 KB

10/05/2017

Squelch