

# Kerbal Space Program - Bug #22584

## Settings screens cannot change docking-mode keybinding

05/25/2019 06:03 AM - Anonymous

<b>Status:</b>	Closed	<b>Start date:</b>	05/25/2019
<b>Severity:</b>	Low	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Controls and UI		
<b>Target version:</b>			
<b>Version:</b>	1.7.0	<b>Language:</b>	English (US)
<b>Platform:</b>	Linux, Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

### Description

So players cannot disable the keybinding to use 'Delete' for something else.

Reported here:

<https://forum.kerbalspaceprogram.com/index.php?/topic/184719-possible-bug-with-keybindings-for-docking-mode/>

Workaround is to edit "settings.cfg" find 'UIMODE\_DOCKING' and change the entry to "primary = None"

### History

#### #1 - 11/20/2019 04:12 PM - Robert.Keech

- Status changed from New to Updated

- % Done changed from 0 to 10

Issue no longer occurs

#### #2 - 11/20/2019 04:12 PM - Robert.Keech

- Status changed from Updated to Resolved

- % Done changed from 10 to 100

#### #3 - 01/18/2020 02:41 AM - chris.fulton

- Status changed from Resolved to Closed

#### #4 - 02/12/2020 12:40 AM - Anonymous

There was no change in the game, the workaround remains to edit settings.cfg

Players who want to reassign use 'Delete' might also want to reassign 'Insert' so I'll show the places where those two keys are used by default:

```
UIMODE_STAGING {
primary = None // was Insert
secondary = None
group = 0
modeMask = -1
modeMaskSec = -1
}
UIMODE_DOCKING {
primary = None // was Delete
secondary = None
group = 0
modeMask = -1
modeMaskSec = -1
}
```