

Kerbal Space Program - Feedback #25729

Need way to rebind "Docking Controls"

07/07/2020 02:14 AM - Entropius

Status:	Confirmed		
Severity:	Low		
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	1.10.0	Language:	English (US)
Platform:	OSX	Mod Related:	No
Expansion:	Core Game		

Description

It appears as though the "Docking Controls" keybinding is hardcoded to the Del key, and cannot be re-bound to a different key. I'd like to be able to rebind it and add a joystick button to do it too.

History

#1 - 07/07/2020 07:09 AM - Anonymous

- Status changed from New to Confirmed

We tried to make this suggestion a year ago at [#22584](#), maybe it will work this time.

For now, 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
}
```