

## Kerbal Space Program - Bug #9665

### Make key for zeroing trim customizable.

05/03/2016 03:51 AM - \_\_\_\_

<b>Status:</b>	Updated	<b>Start date:</b>	05/03/2016
<b>Severity:</b>	Unworthy	<b>% Done:</b>	10%
<b>Assignee:</b>			
<b>Category:</b>	Input Devices and Settings		
<b>Target version:</b>			
<b>Version:</b>	1.1.2	<b>Language:</b>	English (US)
<b>Platform:</b>	Linux	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

Alt+X probably works for most, but I use right-hand dvorak keyboard layout and have changed the controls to have the same relative positions as qwerty in-game, like WASD.

This is a very minor issue, but it's the only letter-key I haven't found an entry for in settings.cfg.

(I put platform to Linux because that's what I'm using, but it's very likely the same on all platforms).

#### History

##### #1 - 07/17/2016 09:56 AM - TriggerAu

- Status changed from New to Needs Clarification

##### #2 - 07/19/2016 03:24 PM - \_\_\_\_

- Status changed from Needs Clarification to Updated

- % Done changed from 0 to 10

1.1.3 did not fix this.

##### #3 - 07/20/2016 10:58 AM - TriggerAu

Thanks for the update

##### #4 - 12/11/2019 07:39 PM - jason9987

This is also the case on Windows and is a bit of a pain because it does not seem to be documented. If making it configurable is not a simple fix, maybe it could be tied to Mod + Cut throttle key.