

# Custom keyboard configuration (suitable for up to 5 door buses etc)

## Door bindings

Open/close all doors `door_all`

Open/close first door (or incase of MAN SD buses and some other first door first part) `bus_doorfront0`

Open/close second door (or incase of MAN SD buses and some other first door second part)

`bus_doorfront1`

Open/close third door `bus_doorfront2`

Open/close fourth door `bus_doorfront3`

Open/close fifth door `bus_doorfront4`

## Custom keyboard configuration

Here you can download Gameburrow's custom keyboard configuration that has ll these keys mapped:

<https://cloud.gameburrow.codes/s/Xi3oWKaArtKrwq4>

### Changes from default:

`Shift` + `Num 0` : Open/close all doors

`Shift` + `Num 1` - `Num 5` : Open close 1 - 5 doors

`Shift` + `Num Enter` : Station Brake

`K` / `Shift` + `K` - Kneeling toggle (for some buses just pressing `K` toggles/untoggles, for some you need to press `K` to toggle and `Shift` + `K` to untoggle, for some this bind doesn't work at all)

Alternatively, if you want to add the keys manually, you can edit the following file `OMSI`

`2/inputs/keyboard.cfg`:

```
[entry]
door_all
82
2
```

[entry]  
bus\_doorfront0  
79  
2

[entry]  
bus\_doorfront1  
80  
2

[entry]  
bus\_doorfront2  
81  
2

[entry]  
bus\_doorfront3  
75  
2

[entry]  
bus\_doorfront4  
76  
2

[entry]  
bus\_doorfront5  
77  
2

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