

Keys and Sounds

This section is only visible in expert mode.

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Overview

Here is where you can customize the key settings for your keyboard or remote.

Keys and Sounds Settings

- You can alter both **Global actions** and **Windows** key settings..
- Keys can be added and deleted, customized, and have sound events associated with the key press.

Note: This section does not support the "**media** keys", i.e. the volume up/down, play, stop, next, previous, etc. buttons you can find on most modern keyboards. To support these keys, you need to enable the [General HID Device](#) in the [Remote](#) section.

Keys and Sounds are stored in your user data folder (e.g. ProgramData) ...MediaPortal\keymap.xml Before you begin making major key changes, you may wish to back up this file first!

Note: For a list of the more than 175 supported actions, see [Actions](#). For a list of Windows and IDs see [Windows](#).

Remote Control Buttons

Remote control buttons are also affected by these changes. If you don't like the remote mapping supplied with MediaPortal for your remote, you can remap your keys here.

For example, if you change the function of the **Play** key, any time you press the remote **Play** button it will function the way you have customized it.

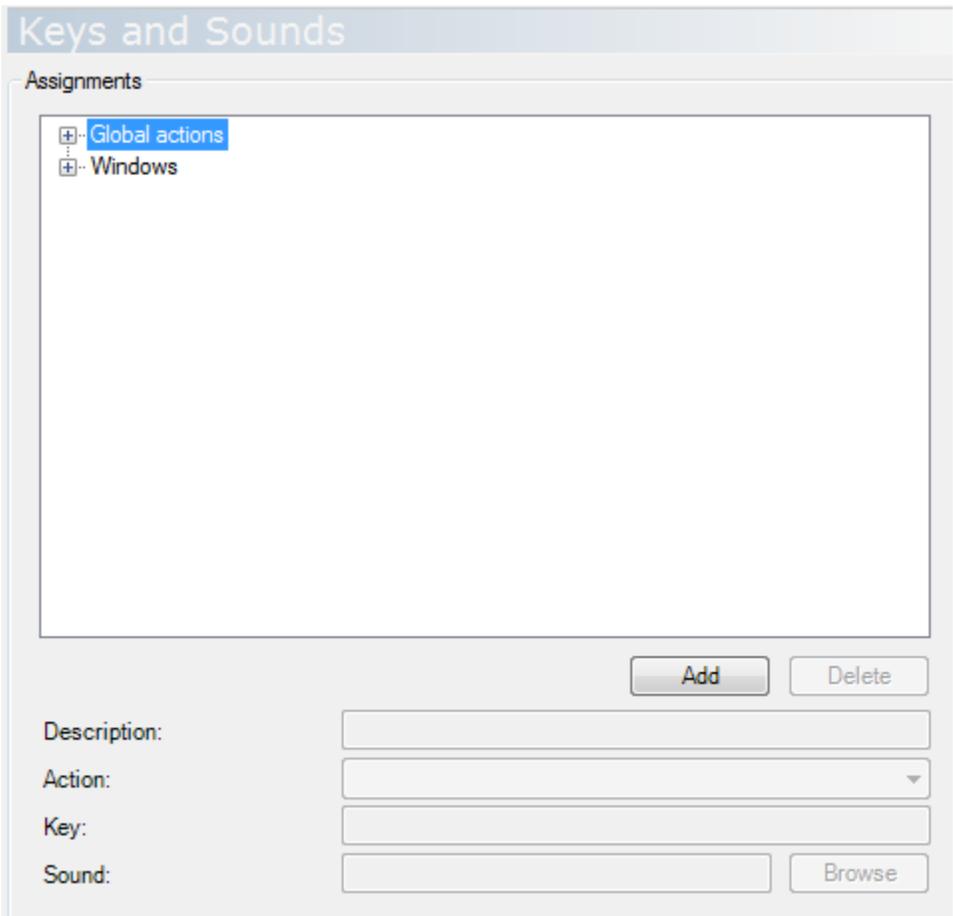
There are even specific settings for the remote number keys.

Of course, you can also customize which keys map to specific functions using [Configuration > Remote](#)

Change Keys

When you select Keys and Sounds in the Navigation Pane on the left, this screen will display:

First, select either **Global actions** or **Windows** keys.



Global Actions

Global actions are performed independent of the currently active module in MediaPortal

Keys and Sounds

Assignments

- [-] Global actions
 - [+] Remote Button 0 (58)
 - [+] Remote Button 1 (59)
 - [+] Remote Button 2 (60)
 - [+] Remote Button 3 (61)
 - [+] Remote Button 4 (62)
 - [+] Remote Button 5 (63)
 - [+] Remote Button 6 (64)
 - [+] Remote Button 7 (65)
 - [+] Remote Button 8 (66)
 - [+] Remote Button 9 (67)
 - [+] play music (79)
 - ... Action = ACTION_MUSIC_PLAY
 - ... Key = p
 - ... Sound = click.wav
 - [+] FastForward music (77)

Add

Delete

Description:

play music

Action:

ACTION_MUSIC_PLAY

Key:

p

Sound:

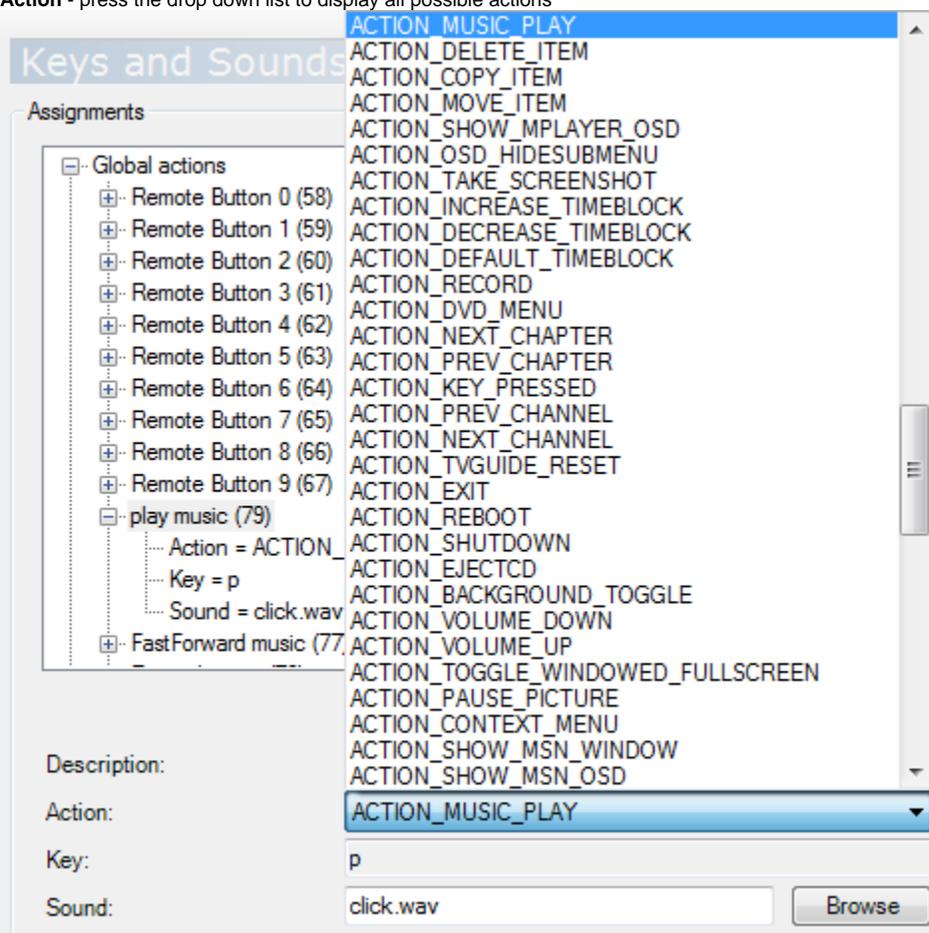
click.wav

Browse

Select the key you wish to change, the current assignment will be displayed

- **(ID)** - in brackets after the button or key name - displays the button ID as defined in keymap.xml
- **Description** - change the name of the key - this is just a description for your own reference

- **Action** - press the drop down list to display all possible actions



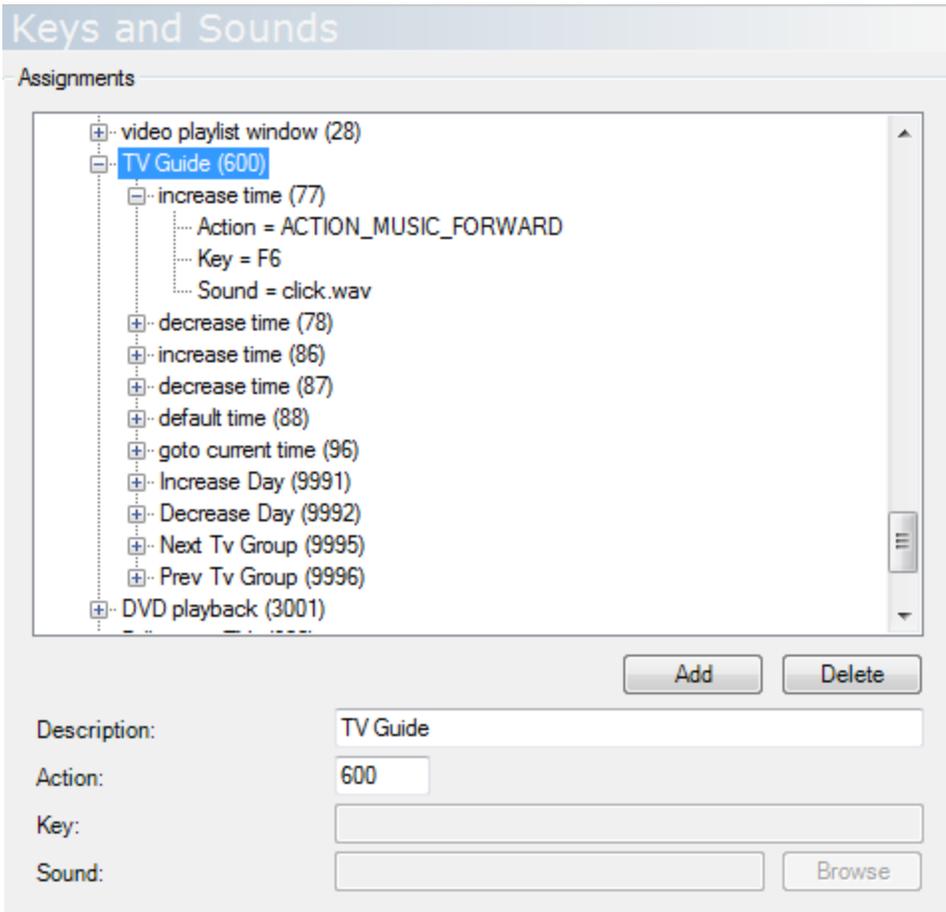
- **Key** - you can change the key you press to perform the action
- **Sound** - select a .wav file to play when the key is pressed.

Note: Skins often provide sounds in the **Skin Sounds** folder. If you select notify.wav in the Sound box, but the skin provides a notify.wav sound file, then the skin sound will play.

Windows actions

Windows actions are connected to a specific module (window). The window ID appears in brackets after the name of the window where the key or button action is supported. The window IDs are contained in the keymap.xml file, and match the window IDs of screens or xmls used in skins. See [References > Windows](#). You can also find the window ID at the top of the related skin xml file in the Skins folder (e.g. mytvguide.xml <id>600</id>)

Select the Window you wish to change or use the plus sign + to expand it and see all the key assignments for that window.



- **Description** - change the name of the window - this is just a description for your own reference
- **Action** - change the window ID - this will alter the window where the keys are supported so be careful!

Now, select the key you wish to change, the current assignment will be displayed and can be changed the same as for **Global actions** above.

Sounds

Have a special theme on your PC? For each key, you can browse for a particular sound event to have MediaPortal play a corresponding wave file to match.

Delete Keys or Windows

You cannot delete the main Global actions or Window Actions at the top level. The **Delete** key will be grayed out and unavailable. However, you can delete specific keys or even whole window assignments, although it is best to leave these for future use. Just select the Window or key and press the **Delete** key.

Add Keys or Windows

You may add a key to **Global actions** or to Windows. You can even add a Window to the **Windows** section and add keys you wish to use in that window.

Click the Add button to add a new key or window:

Keys and Sounds

Assignments

- [-] video playlist window (28)
- [-] TV Guide (600)
 - [-] increase time (77)
 - Action = ACTION_MUSIC_FORWARD
 - Key = F6
 - Sound = click.wav
 - [-] decrease time (78)
 - [-] increase time (86)
 - [-] decrease time (87)
 - [-] default time (88)
 - [-] goto current time (96)
 - [-] Increase Day (9991)
 - [-] Decrease Day (9992)
 - [-] Next Tv Group (9995)
 - [-] Prev Tv Group (9996)
 - [-] <New Action> (0)

Description:

Action:

Key:

Sound:

Just follow the instructions as above under [Change Keys](#)

To cancel a new key or window, just press the **Delete** key*.*