Button fades in

Button sets text to button its keybinding is set to

Player clicks on button

Button sets text “press any key”

Button sends signal Pressed

KeyConfigMananger disables all buttons from activating

Button sets its keybinding to NULL

Button waits for player input

Player presses a button

Button sets its keybinding to the one the player pressed

Button sets its text to the button the player pressed

Button sends signal binding\_changed, with data of button player pressed

KeyConfigMananger re-enables button activation

KeyConfigManager searches all keyConfig children if player button == button’s key

If its key equals the signal data:

Set keybinding to NULL

Set text to “No key set!”