# Accessibility Hotkey Integration – Technical Documentation

## Hotkey Summary

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| Hotkey | Function | File | Description |
| Cmd + O | Open Character File Dialog | ImportCharacter.gd | Allows BCI and keyboard users to open the file dialog. |
| Cmd + S | Save Character | ImportCharacter.gd | Saves current character data quickly via keyboard. |
| Cmd + S | Save Character | Character\_Add.gd | Saves character info while adding a new character. |

## Adding a Hotkey in Godot

**Step 1: Define the Hotkey in Input Map**  
1. In the Godot Editor, go to: Project → Project Settings → Input Map  
2. At the bottom of the list, type a new action name (e.g., open\_file\_hotkey) and click "Add".  
3. Now find the new action (open\_file\_hotkey) in the list.  
4. Click "+" next to it to add a key mapping.  
 For example: Press Cmd + O on Mac (or Ctrl + O on Windows/Linux)  
  
*📝 Note: In Godot's Input Map, you can bind hotkeys not just to keyboard keys, but also to mouse buttons, joystick buttons (joy buttons), or any other physical input. This enables full support for BCI and alternative input devices, improving accessibility across the system.*

**Step 2: Handle the Hotkey in Code**

Add the following function in script (e.g., ImportCharacter.gd):

func \_unhandled\_input(event):  
 if Input.is\_action\_pressed("open\_file\_hotkey"):  
 $FileDialog.popup() # Replace with your target UI node

we can handle multiple hotkeys in the same function:

func \_unhandled\_input(event):  
 if Input.is\_action\_pressed("open\_file\_hotkey"):  
 $FileDialog.popup()  
 if Input.is\_action\_pressed("save\_hotkey"):  
 \_on\_But\_SaveChar\_pressed()

## Future Possibilitie/Enhancements once MVP is done

* - Add hotkeys for loading preset characters.
* - Enable hotkey for clearing the character form (e.g., Cmd + R).
* - Integrate undo/redo functionality via Ctrl + Z / Cmd + Shift + Z.
* - Provide visual indicators or tooltips for all hotkey-enabled actions.
* - Allow user customization of hotkey mappings in settings.
* - Improve accessibility by supporting auditory or visual confirmation on hotkey action triggers.