UnbindKey

Removes an existing key bind from the specified player.

> **Note:** unbindKey will only work on binds that were added by the same resource

> **Note:** unbindKey on the server may return *true* on failure

> **Note:** If you call unbindKey twice, it will break other scripts: Issue 497

Syntax

Server

```
bool unbindKey ( player thePlayer, string key, string keyState, string command )
```

```
bool unbindKey ( player thePlayer, string key [, string keyState, function handler ] )
```

Required Arguments

- **thePlayer:** The player you wish to unbind the key of.
- **key:** The key you wish to unbind. See Key names for a list of valid key names.
- **keyState:** Can be either:
  - **"up":** If the bound key triggered a function when the key was released
  - **"down":** If the bound key triggered a function when the key was pressed
  - **"both":** If the bound key triggered a function when the key was pressed and released
- **command :** (Syntax 1) The command you wish to unbind.

Optional Arguments

- **keyState:** is optional in Syntax 2.
- **handler:** (Syntax 2) The function you wish to unbind.

Note: If you do not specify *handler*, any instances of *key* being bound will be unbound, whatever function they are bound to.

Returns

Returns '*true* if the key was unbound, *false* if it was not previously bound or invalid arguments were passed to the function.

Client

```
bool unbindKey ( string key, string keyState, string command )
```

```
bool unbindKey ( string key [, string keyState, function handler ] )
```

Required Arguments

- **key:** The key you wish to unbind. See Key names for a list of valid key names.
- **keyState:** Can be either:
  - **"up":** If the bound key triggered a function when the key was released
  - **"down":** If the bound key triggered a function when the key was pressed
  - **"both":** If the bound key triggered a function when the key was pressed and released
- **command :** (Syntax 1) The command you wish to unbind.

Optional Arguments

- **keyState:** is optional in Syntax 2.
- **handler:** (Syntax 2) The function you wish to unbind.

Note: If you do not specify *handler*, any instances of *key* being bound will be unbound, whatever function they are bound to.

Returns

Returns '*true* if the key was unbound, *false* if it was not previously bound or invalid arguments were passed to the function.