GetBoundKeys

Returns a list of key names that are bound to the specified game control or console command.

Syntax

```
table getBoundKeys ( string command/control )
```

Required Arguments

- **command/control:** the name of a game control or a console command. See the control names page for valid controls.

Returns

If one or more keys are bound to the specified control or console command, a table is returned indexed by the names of the keys and containing key states as values. If no keys are bound or an invalid name was passed, returns *false*.