I am planning a dialog box for 3.0 that will basicly do the same job for customizing the keys.cfg file as keycfg.exe does now but inside renegade.

Firstly, I am looking for feedback as to where in the menu system this dialog should be triggered from/how it should be triggered.
Secondly, I am looking for feedback on what the dialog should look like. It will feature a "close without saving changes" button, a "close with saving changes" button, a "add key" button, a "new key" edit box and a list box with the logical keys displayed in it. For the physical key selection, there will be an input control (the same thing used for configuring the normal rengeade controls)

Suggestions on how this should look/work/whatever would be great