
Subject: Re: scripts.dll 2.6 and beoynd
Posted by [jonwil](#) on Thu, 23 Mar 2006 05:47:43 GMT
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.dook, one more 2.6 feature that I plan to add:
I am going to change keycfg.exe, keys.cfg and the keyhook code so that you can set a key to "none" and it will not be assigned to any key (but can still be reassigned later).
