
Subject: Re: A Place to upload renegade stuff
Posted by [Jerad2142](#) on Tue, 24 Oct 2006 20:02:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

When you set up dodge input do you have to give it special keys (EX main controls are "W" "A" "S" "D" but to add dodge input you would have to make it like "UP Arrow", and you can't just make it like "W" twice in quick succession to roll forward?). And I am assuming that you would add the key mapping information to the "input01.cfg" file (it will be used in my mod). These would be the keys files that would be needed to be added to make it work correct?

W_Key_Double=DiveForward
S_Key_Double=DiveBackward
A_Key_Double=DiveLeft
D_Key_Double=DiveRight
