
Subject: Re: Writing Custom Keys

Posted by [Genesis2001](#) on Sun, 01 Mar 2009 22:35:13 GMT

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halo2pac wrote on Sun, 01 March 2009 14:40 maybe with the new release, you just have 2-4 keys set as like "custom_1", "custom_2", ect.
so we can hook em if we need so.

Rebind the commands and features that are already bound to those keys... :/
