

---

Subject: Re: hay can you help me??

Posted by [reborn](#) on Fri, 17 Apr 2009 13:52:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

ErroR wrote on Fri, 17 April 2009 08:20i remember it's input(.ini?)

No, it's keys.cfg.

havoc9826 explained it very concisely already.

havoc9826 wrote on Thu, 16 April 2009 12:21 You have to have a scripts.dll version (core patch isn't required, just the scripts.dll) that has the keycfg.exe and keys.cfg, which IIRC is 2.x and above. You have to then have a value in your hotkey configuration that the server has in its list, and then it'll work. The taunt animations are pulled from always.dat, but which one depends on what the server tells the hotkeys to correspond to.

---