
Subject: Re: Uninstalling Roleplay2 Scripts
Posted by [TNaismith](#) on Fri, 28 May 2010 23:40:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thanks for explaining that more, I didn't know that.

However the suggestion to "Try renaming your current keys.cfg (from RP2) to something else and placing the attached keys.cfg (from Scripts 3.44 with a few added keys) in your data directory." unfortunately did not work, as when I opened keys.cfg again, the same 'phone' scripts were present, with none of the Taunts preset at all.

The same happened for "You could just download Scripts 3.44 again and get it from that also." Again the phone keys from Roleplay2 were still effective, and the Taunts from the normal 3.4.4 wasn't set at all.

To end on a good note though, replacing the Taunts manually like you instructed in this part of your post:

"Lone0001"

Additionally you could just replace the current taunt actions with:

Quote:

```
Taunt1=Keypad_1_Key  
Taunt2=Keypad_2_Key  
Taunt3=Keypad_3_Key  
Taunt4=Keypad_4_Key  
Taunt5=Keypad_5_Key  
Taunt6=Keypad_6_Key  
Taunt7=Keypad_7_Key  
Taunt8=Keypad_8_Key  
Taunt9=Keypad_9_Key
```

Has done the trick and the taunt animations from 3.4.4 scripts are now showing up in-game from pre-roleplay2 installation.

Thanks for helping out.
