
Subject: Re: Roleplay2 2.2 Public Beta Released!

Posted by [Jerad2142](#) on Wed, 03 Nov 2010 15:28:07 GMT

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troopr02 wrote on Sun, 31 October 2010 16:24NOTE: RP2 does screw up your keys.cfg file (in your Data folder) if you have Renguard/Core Patch 2 installed, download my merged one if you'd like to try RP2 but don't want it messing with your stock Renegade settings.

Missing Keys

Tertiary_Fire=(null)

Flashlight=(null)

Request_Entry=(null)

Deploy_Chute=(null)

Sell_Vehicle=(null)

Plus=(null)

Minus=(null)

Drop_Object=(null)

yes=(null)

no=(null)

ChangeModel=(null)

ChangeAppearance=(null)

Phone=(null)

PhoneZero=(null)

PhoneOne=(null)

PhoneTwo=(null)

PhoneThree=(null)

PhoneFour=(null)

PhoneFive=(null)

PhoneSix=(null)

PhoneSeven=(null)

PhoneEight=(null)

PhoneNine=(null)

PhoneSend=(null)

PhoneClear=(null)

PhoneDelete=(null)

PhoneStar=(null)

PhonePound=(null)

PhonePower=(null)

Character_Info=(null)

Vehicle_Special=(null)

Stuck=(null)

SmallIncrease=(null)

SmallDecrease=(null)

LargeIncrease=(null)

LargeDecrease=(null)

AmmoTransfer=(null)

Override=(null)

Seems to be ummmmmm.... a fair amount of null in the rp2 keys with your config trooprm02.

So here is a working one:

File Attachments

1) [keys.cfg](#), downloaded 160 times
