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Subject: Re: Roleplay2 2.2 Public Beta Released!  
Posted by [trooprm02](#) on Thu, 04 Nov 2010 18:59:03 GMT  
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Jerad Gray wrote on Wed, 03 November 2010 09:28

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

Thats because many stock renegade key bindings conflict with the ones for RP2, so I used all the ones that don't (that allow you to play RP2 just fine) while still prioritizing the stock renegade bindings (so it doesn't affect online play especially).

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