Subject: Re: keys.cfg for sounds and taunts
Posted by danpaul88 on Wed, 08 Jan 2014 22:53:49 GMT

See

http://www.danpaul88.co.uk/ttdocs/page_keyhooks.html

For details of the client side configuration. That page still needs some more work done to cover the usage of keyhooks in scripts.

Any script can register a keyhook with any name but each client must create an entry in their keys.cfg file which calls that keyhook. So unless you want all your players to edit their keys.cfg they won't be able to use anything you setup with a custom keyhook. You could of course use one of the keyhooks that ships with 4.x by default, but most of those are already used for other purposes.