
Subject: Re: Changes made since RC3, also collecting bugs here

Posted by [Ethenal](#) on Mon, 17 Feb 2014 14:23:27 GMT

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Toggle Spoiler[Generic Key Mappings]

MoveForward_Primary=W_Key

MoveForward_Secondary=Up_Key

MoveBackward_Primary=S_Key

MoveBackward_Secondary=Down_Key

MoveLeft_Primary=A_Key

MoveRight_Primary=D_Key

MoveUp_Primary=Space_Bar_Key

MoveDown_Primary=C_Key

WalkMode_Primary=Right_Shift_Key

TurnLeft_Primary=Left_Key

TurnRight_Primary=Right_Key

VehicleToggleGunner_Primary=Q_Key

WeaponUp_Primary=Mouse_Down

WeaponDown_Primary=Mouse_Up

WeaponLeft_Primary=Mouse_Left

WeaponRight_Primary=Mouse_Right

WeaponReset_Primary=Home_Key

ZoomIn_Primary=Mouse_Wheel_Forward

ZoomIn_Secondary=T_Key

ZoomOut_Primary=Mouse_Wheel_Backward

ZoomOut_Secondary=G_Key

Action_Primary=E_Key

Jump_Primary=Space_Bar_Key

Crouch_Primary=C_Key

TurnAround_Primary=X_Key

NextWeapon_Primary=Enter_Key

NextWeapon_Secondary=Mouse_Wheel_Forward

PrevWeapon_Primary=Apostrophe_Key

PrevWeapon_Secondary=Mouse_Wheel_Backward

FireWeaponPrimary_Primary=Left_Mouse_Button

FireWeaponSecondary_Primary=Right_Mouse_Button

UseWeapon_Primary=Right_Mouse_Button

ReloadWeapon_Primary=R_Key

SelectWeapon0_Primary=0_Key

SelectWeapon1_Primary=1_Key

SelectWeapon2_Primary=2_Key

SelectWeapon3_Primary=3_Key

SelectWeapon4_Primary=4_Key

SelectWeapon5_Primary=5_Key

SelectWeapon6_Primary=6_Key

SelectWeapon7_Primary=7_Key

SelectWeapon8_Primary=8_Key

SelectWeapon9_Primary=9_Key

CyclePog_Primary=Backspace_Key
CursorTargeting_Primary=Left_Shift_Key
FirstPersonToggle_Primary=F_Key
BeginPublicMessage_Primary=F2_Key
BeginTeamMessage_Primary=F3_Key
BeginPrivateMessage_Primary=F4_Key
BeginConsole_Primary=F8_Key
BeginConsole_Secondary=Grave_Key
HelpScreen_Primary=F1_Key
ObjectivesScreen_Primary=O_Key
MapScreen_Primary=M_Key
CameraHeadingLeft_Primary=Right_Key
CameraHeadingRight_Primary=Left_Key
ServerQuickStart_Primary=S_Key
ClientQuickStart_Primary=C_Key
MakeScreenShot_Primary=Sys_Req_Key
Quicksave_Primary=F6_Key
MenuToggle_Primary=Escape_Key
EvaMissionObjectives_Primary=Tab_Key
RadioCommand01_Primary=1_Key
RadioCommand02_Primary=2_Key
RadioCommand03_Primary=3_Key
RadioCommand04_Primary=4_Key
RadioCommand05_Primary=5_Key
RadioCommand06_Primary=6_Key
RadioCommand07_Primary=7_Key
RadioCommand08_Primary=8_Key
RadioCommand09_Primary=9_Key
RadioCommand10_Primary=0_Key
RadioCommand11_Primary=1_Key
RadioCommand12_Primary=2_Key
RadioCommand13_Primary=3_Key
RadioCommand14_Primary=4_Key
RadioCommand15_Primary=5_Key
RadioCommand16_Primary=6_Key
RadioCommand17_Primary=7_Key
RadioCommand18_Primary=8_Key
RadioCommand19_Primary=9_Key
RadioCommand20_Primary=0_Key
RadioCommand21_Primary=1_Key
RadioCommand22_Primary=2_Key
RadioCommand23_Primary=3_Key
RadioCommand24_Primary=4_Key
RadioCommand25_Primary=5_Key
RadioCommand26_Primary=6_Key
RadioCommand27_Primary=7_Key
RadioCommand28_Primary=8_Key
RadioCommand29_Primary=9_Key

RadioCommand30_Primary=0_Key
TeamInfoToggle_Primary=J_Key
BattleInfoToggle_Primary=K_Key
ServerInfoToggle_Primary=L_Key

[Accelerated Keys]
1=AcceleratedKey1
2=AcceleratedKey2
3=AcceleratedKey3
4=AcceleratedKey4

[AcceleratedKey1]
Function=TurnLeft
Min=3.000000
Max=3.000000
Acceleration=0.400000

[AcceleratedKey2]
Function=TurnRight
Min=3.000000
Max=3.000000
Acceleration=0.400000

[AcceleratedKey3]
Function=VehicleTurnLeft
Min=0.000000
Max=1.000000
Acceleration=1.250000

[AcceleratedKey4]
Function=VehicleTurnRight
Min=0.000000
Max=1.000000
Acceleration=1.250000

[Misc Settings]
DamageIndicatorsEnabled=yes
MouseSensitivity=0.500000
MouseScale=0.002500
MouseInvert=no
Mouse2DInvert=no
TargetSteering=no

As you can see from that (input01.cfg from Documents\Renegade\Client), my right shift for walk and left shift for free-aim do save, but they won't load! I'm on Windows 8.1 Pro x64, and I am not running the game as administrator.

The wwconfig thing as I said before I went to the effort of uninstalling Renegade and then starting

with 1.037, and I did not have that problem until I installed 4.1 RC3.
