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Subject: Re: Keys Config per map?

Posted by [danpaul88](#) on Mon, 09 Jun 2014 08:10:43 GMT

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You have to remember keys.cfg was mainly used by total conversion mods which simply patched it with new entries when they needed to add features... I don't think it's ever been used particularly within Renegade itself, other than some SSGM features.

You could try using one of the existing SSGM logical keys for your map? Most players should have those installed.

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