Subject: Re: Work is being resumed on scripts for Renegade
Posted by jonwil on Tue, 08 Jul 2014 16:18:30 GMT

Jerad Gray wrote on Tue, 08 July 2014 07:35
Also I feel like this key should be mappable:

This pops up from the tab key.

It IS mappable, its defined as EvaMissionObjectives in the input*.cfg files. There is just no UI for it in the key config dialogs (like any number of other keys)