
Subject: keycfg.exe

Posted by [lion](#) on Sun, 10 Aug 2008 17:22:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

After I reinstalled ren certain features of key bindings from scripts 3.4.4 were gone. Well, they're not working ingame anymore and they don't show up in keycfg.exe as logical keys. Before, I could press 'Home' on my keyboard to bind my vehicle etc. Also the taunts are not working anymore.

I tried reinstalling scripts and older versions of scripts, nothing has worked so far.

What's wrong?

Subject: Re: keycfg.exe

Posted by [Carrierll](#) on Sun, 10 Aug 2008 17:42:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

You must reinstall Renegade in the order described [here](#).

Subject: Re: keycfg.exe

Posted by [lion](#) on Sun, 10 Aug 2008 17:56:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

Sorry, by reinstall I meant format C:, so this could not be the problem I guess?

Subject: Re: keycfg.exe

Posted by [Goztow](#) on Sun, 10 Aug 2008 18:18:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

Do you have core patch 2 installed? I thought taunts came with cp2, not with scripts.

Subject: Re: keycfg.exe

Posted by [lion](#) on Sun, 10 Aug 2008 20:23:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

I don't have CP2, but in the past I've used taunts and such with only scripts installed.

Subject: Re: keycfg.exe

Posted by [Carrierll](#) on Sun, 10 Aug 2008 20:34:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

I think taunts were added in a version of scripts prior to whichever version ships with CP2.

Subject: Re: keycfg.exe
Posted by [lion](#) on Sun, 10 Aug 2008 22:39:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

CarrierII wrote on Sun, 10 August 2008 16:34 I think taunts were added in a version of scripts prior to whichever version ships with CP2.

But that would mean taunts would also ship with newer versions of scripts, right?

Subject: Re: keycfg.exe
Posted by [saberhawk](#) on Sun, 10 Aug 2008 22:52:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

lion wrote on Sun, 10 August 2008 17:39 CarrierII wrote on Sun, 10 August 2008 16:34 I think taunts were added in a version of scripts prior to whichever version ships with CP2.

But that would mean taunts would also ship with newer versions of scripts, right?

Taunts are all handled server-side, scripts merely added the functionality needed for server side mods to implement it. Here's the keys.cfg used by SSGM

File Attachments

1) [keys.cfg](#), downloaded 147 times

Subject: Re: keycfg.exe
Posted by [lion](#) on Mon, 11 Aug 2008 13:01:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thanks, that worked for me.

Is there somewhere an overview of all the logical keys? Because logical keys like 'ChatHistory' are not enlisted in this keys.cfg file by SSGM.

Subject: Re: keycfg.exe
Posted by [saberhawk](#) on Mon, 11 Aug 2008 19:50:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

lion wrote on Mon, 11 August 2008 08:01 Thanks, that worked for me.

Is there somewhere an overview of all the logical keys? Because logical keys like 'ChatHistory' are not enlisted in this keys.cfg file by SSGM.

Nope, sorry.
