Subject: keycfg.exe
Posted by lion on Sun, 10 Aug 2008 17:22:12 GMT
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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 CarrierII on Sun, 10 Aug 2008 17:42:55 GMT
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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
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Sorry, by reinstall I meant format C:, so this could not the problem I guess?

Subject: Re: keycfg.exe
Posted by Goztow on Sun, 10 Aug 2008 18:18:11 GMT
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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
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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 CarrierII on Sun, 10 Aug 2008 20:34:10 GMT
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I think taunts were added in a version of scripts prior to whichever version ships with CP2.

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## Subject: Re: keycfg.exe
Posted by lion on Sun, 10 Aug 2008 22:39:10 GMT
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CarrierII wrote on Sun, 10 August 2008 16:34I 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?

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## Subject: Re: keycfg.exe
Posted by saberhawk on Sun, 10 Aug 2008 22:52:32 GMT
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lion wrote on Sun, 10 August 2008 17:39CarrierII wrote on Sun, 10 August 2008 16:34I 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 262 times
```

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## Subject: Re: keycfg.exe
Posted by lion on Mon, 11 Aug 2008 13:01:21 GMT
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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.

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## Subject: Re: keycfg.exe
Posted by saberhawk on Mon, 11 Aug 2008 19:50:14 GMT
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lion wrote on Mon, 11 August 2008 08:01Thanks, 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.

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Nope, sorry.

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