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Subject: Re: key config stuff

Posted by [=HT=T-Bird](#) on Sat, 25 Feb 2006 12:52:44 GMT

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jonwil wrote on Fri, 24 February 2006 18:02: Firstly, if you dont want any of the keys, you can delete keys.cfg from your data folder.

Also, if you want to edit the keys, use the keycfg.exe as mentioned in the readme.

If you want to delete some keys and keep others, open keys.cfg with notepad and remove the keys you dont want mappings for.

In a future release of the scripts.dll and keys.cfg editor I will add a way to set a key to "nothing" (i.e. it wont actually trigger)

or to remove a key completly (the first is preferable since it reminds you that the key is there if you want to set it to something else later).

How about handling modified keystrokes (as in Shift+something )properly? I can't use the stock keys.cfg b/c of what my GameCam hotkeys are bound to...

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