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Subject: Re: new scripts.dll feature planned for 3.0, feedback wanted

Posted by [R315r4z0r](#) on Tue, 19 Sep 2006 01:15:37 GMT

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you should also have something like "Disable action" or "Disable key" or something. So people don't have to edit things.

Like, say someone uses one of the keys, but you guys mapped a server command to it aswell. The player would want it changed, But have no more room left on the keyboard to move it too. What you could do is make 1 extra "key" on the side where you assign the action to the key, but make it "None"

Ex:

Action | Keys

Action1 | Key 1

Action2 | key 2

Action3 | Key 3

\_\_\_\_\_ | "None"

"None" being a choice to not map that action to anything.

Pretend someone was using "Key2" already, and does not want to use "Action3" They can change "Action3" to be usable on the "None" choice in the key column.

Being that their is no actual "None" key on the keyboard, that action would be impossible to preform, thus solving a problem..

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