Subject: Re: Binds?
Posted by Veyrdite on Fri, 27 Feb 2009 12:16:31 GMT

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Binds simply execute a console command when a key is held down - but this would require all input actions to have console commands that execute them.
The current console only has a few uses - extras, edit_vehicle, show_fps, hud and exit. Giving each input/action a command or even allowing the execution of scripts within the console (server only) would still be a godsend.