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Subject: Re: Roleplay2 2.2 Public Beta Released!  
Posted by [Jerad2142](#) on Wed, 03 Nov 2010 15:28:07 GMT  
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troopr02 wrote on Sun, 31 October 2010 16:24NOTE: RP2 does screw up your keys.cfg file (in your Data folder) if you have Renguard/Core Patch 2 installed, download my merged one if you'd like to try RP2 but don't want it messing with your stock Renegade settings.

#### Missing Keys

Tertiary\_Fire=(null)  
Flashlight=(null)  
Request\_Entry=(null)  
Deploy\_Chute=(null)  
Sell\_Vehicle=(null)  
Plus=(null)  
Minus=(null)  
Drop\_Object=(null)  
yes=(null)  
no=(null)  
ChangeModel=(null)  
ChangeAppearance=(null)  
Phone=(null)  
PhoneZero=(null)  
PhoneOne=(null)  
PhoneTwo=(null)  
PhoneThree=(null)  
PhoneFour=(null)  
PhoneFive=(null)  
PhoneSix=(null)  
PhoneSeven=(null)  
PhoneEight=(null)  
PhoneNine=(null)  
PhoneSend=(null)  
PhoneClear=(null)  
PhoneDelete=(null)  
PhoneStar=(null)  
PhonePound=(null)  
PhonePower=(null)  
Character\_Info=(null)  
Vehicle\_Special=(null)  
Stuck=(null)  
SmallIncrease=(null)  
SmallDecrease=(null)  
LargeIncrease=(null)  
LargeDecrease=(null)  
AmmoTransfer=(null)  
Override=(null)

Seems to be ummmmm... a fair amount of null in the rp2 keys with your config trooprm02.

So here is a working one:

### File Attachments

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1) [keys.cfg](#), downloaded 302 times

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