
Subject: Re: ChatHistory=C_Key doesnt work anymore
Posted by [Jerad2142](#) on Mon, 26 Sep 2011 20:17:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

rrutk wrote on Fri, 23 September 2011 03:15Jerad Gray wrote on Thu, 22 September 2011 17:04rrutk wrote on Thu, 22 September 2011 09:21

DiveForward_Primary=W_Key
DiveBackward_Primary=S_Key
DiveLeft_Primary=A_Key
DiveRight_Primary=D_Key

Stock Ren doesn't really make use of those, if people say building bars are a cheat I'm sure they'll say being able to roll is.

As a side note, if your position is set while rolling it really glitches out the client.

so do they work in 4.0 or not?

Yes they do, you just have to update teh config.dat file in
C:\Users\USERNAME\Documents\Renegade\Client

However, I am noticing something odd instead of rolling, my char is doing the little ducks and dodges you see the ai doing in single player when you take shots at them. However, I suppose that is the way stock ren actually has always done it, and I was just playing a modded ren version that made you actually roll and stuff.

rrutk wrote on Sat, 24 September 2011 05:50iRANian wrote on Fri, 23 September 2011 11:26SelectNoWeapon_Primary=Z_Key

seems to have no effect???

If that is a keys.cfg key, then the server has to be running scripts that'd switch you to be holding no weapon, if the server doesn't have that code in place the key will do nothing of course.

rrutk wrote on Sat, 24 September 2011 05:50
btw, the "Walk" (slowly) key seems to have no effect?

tested at two computers.

personally I don't rly care, because i don't need that key...
It works fine for me, holding shift makes my char walk, maybe the line in the config.dat file is blank or something?
