
Subject: Re: keys.cfg for sounds and taunts
Posted by [Stallion](#) on Wed, 08 Jan 2014 23:36:52 GMT
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I don't know shit about scripting unless it's something I can put into a text file, am I going to have to make my own scripts for this?

I was hoping there was a way around having to make my own scripts to do this. If there is no other way (other than using the objects file) then is it possible to get an example of how I'll have to set mine up?
