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Subject: Re: Keys Config per map?

Posted by [Jerad2142](#) on Sun, 08 Jun 2014 16:26:07 GMT

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Lol I know how keyhooks work I'm specifically talking about this part " If a logical key is hooked by a script but does not exist in a players keys.cfg file they will be unable to activate the key hook for that script." I'm asking if we can deliver an updated keyhooks file inside of a mix so players don't have to modify their keyhooks file to use a key on a specific map. I'd like this to work without the client having to do something else (like download it with the map manually).

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