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Subject: Re: Keys Config per map?

Posted by [Jerad2142](#) on Mon, 09 Jun 2014 22:50:15 GMT

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danpaul88 wrote on Mon, 09 June 2014 02:10 You have to remember keys.cfg was mainly used by total conversion mods which simply patched it with new entries when they needed to add features... I don't think it's ever been used particularly within Renegade itself, other than some SSGM features.

You could try using one of the existing SSGM logical keys for your map? Most players should have those installed.

I could, but if I ever make it so players can use Renegade Asteroids map in Renegade itself that'll require a good 20 more keys, and it won't be much good through the map downloader if the map is only partially functional if you can use your super weapons, shields or other abilities. I do think it'd be a cool feature if you could make it so keys could automatically be added to players keys.ini file if you joined a map with a logical mapping the player didn't have (I noticed that scripts.dll seems to be injecting some defaults for keys.ini, so I'd think this would be doing if you guys would be willing to add support).

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