Subject: TT Patch 1 installer
Posted by Ethenal on Mon, 18 Nov 2013 02:16:45 GMT
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Quote:
ChatHistory=U_Key
Vehicle=Comma_Key
ReportBug=F11_Key
C4Count=End_Key
VehBind=Home_Key
VehBL=Insert_Key
VoteYes=Page_Up_Key
VoteNo=Page_Down_Key

This is all that's in keys.cfg in the latest installer. The older one had a lot more keys (for example, Taunt1-9 bound to numpad).

Subject: Re: TT Patch 1 installer
Posted by ehhh on Mon, 18 Nov 2013 02:50:33 GMT
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i always thought taunts was cp only

Subject: Re: TT Patch 1 installer
Posted by Lazy5686 on Tue, 19 Nov 2013 13:24:00 GMT
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I believe taunts are in there but they require server side support to actually work.

Subject: Re: TT Patch 1 installer
Posted by ExEric3 on Tue, 19 Nov 2013 13:54:08 GMT
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Yeah was there some plugin for them. And I think Dragonade already have it.

Subject: Re: TT Patch 1 installer
Posted by EvilWhiteDragon on Tue, 19 Nov 2013 16:31:54 GMT
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It was removed from TT SSGM, as it enabled you to fall and not die, if you used the taunt mid-air.

Subject: Re: TT Patch 1 installer
Posted by Ethenal on Tue, 19 Nov 2013 18:52:53 GMT
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Yes, taunts were removed, but why would they take them out of keys.cfg? Those are rather useful as far as custom keyhooks go...

Subject: Re: TT Patch 1 installer
Posted by Xpert on Wed, 20 Nov 2013 03:46:29 GMT
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EvilWhiteDragon wrote on Tue, 19 November 2013 11:31It was removed from TT SSGM, as it enabled you to fall and not die, if you used the taunt mid-air.

All the servers afaik have a fixed version of the taunts system. I know Jelly does. And Iran even made a plugin that prevents that exploit.

Even if the taunts didn't exist, the keyhooks are still useful for something else. The full list should be included with the next TT. I plan on making use of a lot of the keyhooks to call brenbot and server commands.

Subject: Re: TT Patch 1 installer
Posted by Ethenal on Wed, 20 Nov 2013 04:19:31 GMT
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I use the one from http://black-cell.net/keys.zip - probably a good reference.

Subject: Re: TT Patch 1 installer
Posted by Xpert on Wed, 20 Nov 2013 10:24:23 GMT
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Probably the same one I have uploaded to the Jelly Marathon TS channel in the file browser.

Subject: Re: TT Patch 1 installer
Posted by Ethenal on Sat, 14 Dec 2013 17:36:56 GMT
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So for 4.1 can you guys put an actually useful keys.cfg in? i.e. Whitedragon's keys.cfg

I ask because like I said before, whether the Taunt keys are used for taunts are not, they are quite useful to bind other functionality if you're not using that. You can't do that if they're not defined in

keys.cfg, and most normal players would have no clue where to begin with such madness.