Subject: new feature for mods in next scripts.dll, custom scopes
Posted by jonwil on Mon, 28 Mar 2005 06:24:49 GMT

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For the disable, any key or mouse action that is assigned to "First Person Toggle", "Action", "Next Weapon" or "Previous Weapon" will be disabled.
For the zoom, any key or mouse action that is assigned to "Zoom" will work.
And for the scope itself, whatever key is assigned to "scope" in keys.cfg will trigger this.