Subject: Re: keycfg.exe
Posted by saberhawk on Sun, 10 Aug 2008 22:52:32 GMT

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lion wrote on Sun, 10 August 2008 17:39CarrierII wrote on Sun, 10 August 2008 16:34I think taunts were added in a version of scripts prior to whichever version ships with CP2.

But that would mean taunts would also ship with newer versions of scripts, right?

Taunts are all handled server-side, scripts merely added the functionality needed for server side mods to implement it. Here's the keys.cfg used by SSGM

File Attachments
1) keys.cfg, downloaded 248 times