Thats because many stock renegade key bindings conflict with the ones for RP2, so I used all the ones that don't (that allow you to play RP2 just fine) while still prioritizing the stock renegade bindings (so it doesn't affect online play especially).
[/quote]
You do realize that if the keys do not work in rp2 you might as well not play rp2 because you cannot:
*Spawn
*Select alt spawn locations
*Use the phone
*Favorite Vehicles
*Use the stuck key
*Get into vehicles driven by other players
*Enter vehicles while swimming
*Deploy vehicles like the scud launcher
*Use weapons like the tactical nuke
*Use any special ability the any vehicle has
*And many, many more...

As for conflicts, there is no such thing, the only time the game is dumb enough to eliminate "conflicting" keys is in the bhs.dll options menu. Actually that should be be fixed as most of these keys simply don't conflict with each other (IE one mod might use a key reference to J and another mod might also use a different reference to J but unless there are two references with the same name in the keys.cfg file it is not going to 'conflict'). In addition, there are times where the keys are means to conflict with stock Renegade keys even (like with RP2's vehicle entry key which is needed if swimming is going to work correctly and auto force you into the vehicle, if this key doesn't work then you won't be able to get into the vehicle).