Subject: Re: keys.cfg/keyboard config issues, info needed
Posted by Jerad2142 on Fri, 23 Sep 2011 00:07:31 GMT

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Truthfully, I only think you guys made improvements with it, it used to be really dumb, and it didn't allow you to enter a key that was used by the main game engine (like if a mod needed to know what key the reload key was and you tried to set it while in game it'd block you. (Only the in game one though, the external key config exe worked fine.))

But now it allows that so that's a big improvement IMO.

I think the main issue is that it can read the file from two spots now, (Renegade\Data and Documents\Renegade\Client). So, that's probably throwing people a little.