Subject: Re: keys.cfg for sounds and taunts

Posted by Ethenal on Thu, 09 Jan 2014 01:24:18 GMT

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The keyhook system is pretty much entirely dependent on having some C++ code that calls it - either in scripts.dll itself, or a plugin. Just do a site:renegadeforums.com Google search of "keyhook" or something similar, you're bound to find something.