
Subject: Re: Roleplay2 2.2 Public Beta Released!
Posted by [Jerad2142](#) on Wed, 03 Nov 2010 15:28:07 GMT
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troopr02 wrote on Sun, 31 October 2010 16:24NOTE: RP2 does screw up your keys.cfg file (in your Data folder) if you have Renguard/Core Patch 2 installed, download my merged one if you'd like to try RP2 but don't want it messing with your stock Renegade settings.

Missing Keys

Tertiary_Fire=(null)
Flashlight=(null)
Request_Entry=(null)
Deploy_Chute=(null)
Sell_Vehicle=(null)
Plus=(null)
Minus=(null)
Drop_Object=(null)
yes=(null)
no=(null)
ChangeModel=(null)
ChangeAppearance=(null)
Phone=(null)
PhoneZero=(null)
PhoneOne=(null)
PhoneTwo=(null)
PhoneThree=(null)
PhoneFour=(null)
PhoneFive=(null)
PhoneSix=(null)
PhoneSeven=(null)
PhoneEight=(null)
PhoneNine=(null)
PhoneSend=(null)
PhoneClear=(null)
PhoneDelete=(null)
PhoneStar=(null)
PhonePound=(null)
PhonePower=(null)
Character_Info=(null)
Vehicle_Special=(null)
Stuck=(null)
SmallIncrease=(null)
SmallDecrease=(null)
LargeIncrease=(null)
LargeDecrease=(null)
AmmoTransfer=(null)
Override=(null)

Seems to be ummmmm... a fair amount of null in the rp2 keys with your config trooprm02.

So here is a working one:

File Attachments

1) [keys.cfg](#), downloaded 298 times
