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Subject: Re: TT Patch 1 installer

Posted by [Ethenal](#) on Sat, 14 Dec 2013 17:36:56 GMT

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So for 4.1 can you guys put an actually useful keys.cfg in? i.e. Whitedragon's keys.cfg

I ask because like I said before, whether the Taunt keys are used for taunts are not, they are quite useful to bind other functionality if you're not using that. You can't do that if they're not defined in keys.cfg, and most normal players would have no clue where to begin with such madness.

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