Subject: Uninstalling Roleplay2 Scripts
Posted by TNaismith on Fri, 28 May 2010 16:21:22 GMT

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I installed Roleplay 2, along with their scripts, which is (2.1.1:3.2 .dll). The problem is that I still play on coop servers, and before I installed RP2, I could use the numpad to do different taunts -- now pressing any numpad key doesn't do anything.

I searched around in keys.cfg and also read some topics on the RP2 forums, and I came to the understanding that they've altered the taunt scripts to become 'phone' scripts of some sort. Understanding that, I tried to look for topics, posts or information on how to uninstall RP2's scripts or to at least get the original 3.4.4 script taunts back. I've searched the Help & Support at Roleplay 2's forums, and I've also searched the renegadeforums for any topic with 'Uninstalling Roleplay2'. Nothing has turned up.

Does anyone know to return things to pre-Roleplay2 installation? Does Roleplay2 even have an uninstallation option/tutorial out there?

I would rather not have to do a total wipe + reinstall of Renegade. ^^;

Subject: Re: Uninstalling Roleplay2 Scripts
Posted by Lone0001 on Fri, 28 May 2010 17:25:45 GMT

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It's not really the scripts in this case, it's just what keys are set to do what with keys.cfg. Also, the RP2 scripts (scripts.dll) are a modified version of Scripts 3.44, nothing more really.

Try renaming your current keys.cfg (from RP2) to something else and placing the attached keys.cfg (from Scripts 3.44 with a few added keys) in your data directory.

Additionally you could just replace the current taunt actions with:

Quote:
Taunt1=Keypad_1_Key
Taunt2=Keypad_2_Key
Taunt3=Keypad_3_Key
Taunt4=Keypad_4_Key
Taunt5=Keypad_5_Key
Taunt6=Keypad_6_Key
Taunt7=Keypad_7_Key
Taunt8=Keypad_8_Key
Taunt9=Keypad_9_Key

You could just download Scripts 3.44 again and get it from that also.

Subject: Re: Uninstalling Roleplay2 Scripts
Posted by TNaismith on Fri, 28 May 2010 23:40:27 GMT
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Thanks for explaining that more, I didn't know that.

However the suggestion to "Try renaming your current keys.cfg (from RP2) to something else and placing the attached keys.cfg (from Scripts 3.44 with a few added keys) in your data directory."unfortunately did not work, as when I opened keys.cfg again, the same 'phone' scripts were present, with none of the Taunts preset at all.

The same happened for "You could just download Scripts 3.44 again and get it from that also." Again the phone keys from Roleplay2 were still effective, and the Taunts from the normal 3.4.4 wasn't set at all.

To end on a good note though, replacing the Taunts manually like you instructed in this part of your post:

"Lone0001"
Additionally you could just replace the current taunt actions with:

Quote:
Taunt1=Keypad_1_Key
Taunt2=Keypad_2_Key
Taunt3=Keypad_3_Key
Taunt4=Keypad_4_Key
Taunt5=Keypad_5_Key
Taunt6=Keypad_6_Key
Taunt7=Keypad_7_Key
Taunt8=Keypad_8_Key
Taunt9=Keypad_9_Key

Has done the trick and the taunt animations from 3.4.4 scripts are now showing up in-game from pre-roleplay2 installation.

Thanks for helping out.