

README – class script

Just extract the [class_script.zip](#) to your etpro folder and you don't need to worry about anything else. If you want to change the spawn selecting keys, just modify the **autoexecs_allies.cfg** and **autoexecs_axis.cfg** files.

Default keys:

ENTER	Select your spawn
BACKSPACE	Tell your next spawn to your team

In order to make the spawnscript actually work, the **autoexec_allies.cfg** and **autoexec_axis.cfg** files are compulsory, so don't delete them. In case you want to change the class selecting keys, modify the **class.cfg** in the scripts folder.

Default keys:

INSERT	Class/weapon selector for soldier
HOME	Class/weapon selector for medic
PAGE UP	Class/weapon selector for engineer
DELETE	Class/weapon selector for field ops
END	Class/weapon selector for covert ops
PAGE DOWN	Tell your next class to your team

Note:

The files will be executed in the following order:

1. autoexec_<teamside>.cfg
2. autoexec_<classtype>.cfg
3. autoexec_<mapname>.cfg