## Subject: Re: Writing Custom Keys
Posted by Genesis2001 on Mon, 02 Mar 2009 05:26:48 GMT

View Forum Message <> Reply to Message

Jerad Gray wrote on Sun, 01 March 2009 20:12The server could just display a dialog on the client ASKING if the key could be changed, then it wouldn't have to check if it was being used...

It'd be really useful if the server could add entries for the client for special server specific hot keys.


Your first suggestion wouldn't be work imo.. If you have a prompt/dialog asking the user for permission to change this key (which I'm assuming it'd be like a PAMSG, amirite?), then make the default selected button "No" because most players would simply clear the dialog and continue playing not even bothering to read the prompt.

As for your second suggestion... That'd be neat, if you can come up with a unique way to "hash" (most likely not literally) the server's information into an INI format, e.g.

Example keys.cfg[code][General]
C4=End_Key
ChatHistory=F4_Key
{...}

[Server1]
C4=F4_Key
ChatHistory=End_Key
{...}

[Server2]
C4=F_Key
ChatHistory=T_Key
{...}[/pre][/align]

You get what I mean..I hope.. lol



*Note: I only used C4 and ChatHistory as examples. The {...}, ofc, means etc etc!