
Subject: Renegade Controls

Posted by [Everyone](#) on Tue, 11 Jan 2005 03:29:16 GMT

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Can the next core patch include editable controls for extra moves such the "q" vehicle position switch, dodging, aircraft strafe, hud radar zoom in/zoom out, configurable radio command positions (for those used to cs radio command), and addition of more keys to use such as the Delete Key, Control, Alt, and etc?

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Posted by [dal11](#) on Tue, 11 Jan 2005 11:27:54 GMT

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I use the mouse with my left hand for fps games, and the keypad for movement, being able to remap the left ctrl key would help tremendously. My only request for controls, since the others i can remap no problem.

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Posted by [jonwil](#) on Tue, 11 Jan 2005 12:47:46 GMT

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I am currently working on keyboard input code which may allow some of this to be implemented.

Subject: Renegade Controls

Posted by [Everyone](#) on Wed, 12 Jan 2005 05:29:55 GMT

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Wow, that was quick reply Jon. Will this be integrated enough so that you can config it via renegade control menu?

Subject: Renegade Controls

Posted by [jonwil](#) on Wed, 12 Jan 2005 05:44:20 GMT

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Exactly how this works and what will be possible I dont know.
But I doubt that this stuff will be controlable via the config menu.
