
Subject: big new engine feature added to scripts 2.1, Keyboard Hooks

Posted by [jonwil](#) on Wed, 26 Jan 2005 08:57:06 GMT

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I have jsut completed adding the new keyboard hooks feature to scripts.dll 2.1 as well as the first scripts that will use it (the Jetpack scripts)

How it works is this:

Firstly, there is code that runs on the client.

At startup, the client reads a file called keys.cfg from the data folder (the name and/or location may change).

This file contains lines of the form Jetpack=Y_Key or Deploy=U_Key

The first part can be any string you like and is the "logical key" name which is used later when the script registers the hook.

The second part is one of the standard renegade key names (a full guide/list and possibly a GUI application or custom renegade dialog for editing the config file will be included with 2.1 when its released).

The code takes each line and adds it to a data structure containing key entries.

Each entry contains the logical key name, the number corresponding to the physical key (there is a function in renegade to do the conversion which I have hooked and am using) and the current "key value" (i.e. the value returned from the renegade input code)

Then, it installs a hook into the renegade input processing. This hook iterates through the key list created when the config file was read in.

for each key, it asks the input system for the "state" of the physical key involved.

some extra code is then invoked to make sure that keypresses are only triggered once (I can make it recognize multiple keypresses if a use comes up where recognizing repeat keypresses/key is held down arrises but for now it was easier to make it only recognize one keypress at a time)

After this, if the result was that the key was pressed (and it was in the released state last time the input check ran), a message is sent to the server part of the code.

This contains the logical key name that has been depressed along with the player ID of the player who pressed the key.

A script notifies the server code that it wants to process a given key by handing it 4 things:

The address of the hook procedure

The logical key it is interested in

The player ID it is interested in (obtained e.g. from a GameObject via Get_Player_ID)

and a piece of data that can be whatever you want.

The same data will be given back to the hook procedure when it is called.

There is also a process to unregister a hook when you have finished (e.g. when the infantry unit with JFW_Jetpack on it dies or buys a new character)

When the keypress message is recieved by the server, it loops through all the registered hooks. If it finds a hook where the player ID and logical key name match with the ones sent from the client, the hook is called (passing in the data that was passed in when the hook was reigstered). Then, the hook can do whatever you want it to do.

So far, the hook has been used for the Jetpack script which is to go on the jumpjet infantry for Reborn, it can also be used for the soviet cosmonaut infantry in RA2Ven if required and in fact anything else where you want infantry that can "fly" (including if you wanted spellcasting infantry that could levitate).

It is also planned to be used for the underground digging logic (Subterranean APC/flame tank) and the deploying vehicle logic (e.g. tick tank and lots of other stuff in many games)

Subject: big new engine feature added to scripts 2.1, Keyboard Hooks

Posted by [Majiin Vegeta](#) on Wed, 26 Jan 2005 13:19:53 GMT

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nice work

Subject: big new engine feature added to scripts 2.1, Keyboard Hooks

Posted by [glyde51](#) on Wed, 26 Jan 2005 13:50:00 GMT

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All I understand is that this is kick ass.

Subject: big new engine feature added to scripts 2.1, Keyboard Hooks

Posted by [Sir Kane](#) on Wed, 26 Jan 2005 16:18:57 GMT

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First off, "keyboard hooks" are normally used in keyloggers. So who would want something that installs "keyboard hooks"? I can certainly say that I wouldn't want that. That's just my opinion there.

And I have had something that's placed in the Renegade input code (which guaranteed only worked when the input devices are acquired, meaning it only works then the game has focus) to check keypresses for like 3 or 4 month now. It was supposed to be used for RenAlerts chronotank and other stuff.

Subject: big new engine feature added to scripts 2.1, Keyboard Hooks

Posted by [vloktboky](#) on Wed, 26 Jan 2005 19:10:53 GMT

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Lol, good job. How long did it take you to do this again?

But seriously, what good is this going to do? Attach a script to an object on a fan map that will never be made so when anyone presses their M key, the object blows up? Pointless.

Subject: big new engine feature added to scripts 2.1, Keyboard Hooks

Posted by [jonwil](#) on Wed, 26 Jan 2005 22:53:43 GMT

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This is for Reborn for the Jumpjet infantry so you can toggle the jetpack on and off.

And its for the deployable vehicles

And its for the dig logic.

And its there for other mods too (e.g. ra2ven, swmod etc)

Subject: big new engine feature added to scripts 2.1, Keyboard Hooks

Posted by [Aircraftkiller](#) on Thu, 27 Jan 2005 06:15:49 GMT

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Too bad all of those are either dead or will take a year to get released, if they ever do.

Subject: big new engine feature added to scripts 2.1, Keyboard Hooks

Posted by [Blazea58](#) on Thu, 27 Jan 2005 14:37:38 GMT

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AircraftkillerToo bad all of those are either dead or will take a year to get released, if they ever do.

To bad renalert never came out, lol

Subject: big new engine feature added to scripts 2.1, Keyboard Hooks

Posted by [Deactivated](#) on Thu, 27 Jan 2005 14:39:04 GMT

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Blazea58AircraftkillerToo bad all of those are either dead or will take a year to get released, if they ever do.

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Version 1.0 for Renegade, that is.

Subject: big new engine feature added to scripts 2.1, Keyboard Hooks

Posted by [Aircraftkiller](#) on Thu, 27 Jan 2005 18:58:52 GMT

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It never came out? I guess all those memories of like 15 private beta tests and at least five public versions were just a dream...

Subject: big new engine feature added to scripts 2.1, Keyboard Hooks

Posted by [Spice](#) on Thu, 27 Jan 2005 20:59:56 GMT

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AircraftkillerIt never came out? I guess all those memories of like 15 private beta tests and at least five public versions were just a dream...

They were just betas , Beta's don't count for shit. The mod was never finished.

The only finished mod out there is sole survivor and all that was done by only 2 people.

Subject: big new engine feature added to scripts 2.1, Keyboard Hooks

Posted by [WNxCABAL](#) on Thu, 27 Jan 2005 21:05:15 GMT

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I think he means the final release.

Nice work JonWil!

Subject: big new engine feature added to scripts 2.1, Keyboard Hooks

Posted by [blackhand456](#) on Mon, 31 Jan 2005 13:16:12 GMT

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i dont think ren alert will have a final release for awhile

Subject: big new engine feature added to scripts 2.1, Keyboard Hooks

Posted by [WNxCABAL](#) on Mon, 31 Jan 2005 21:14:45 GMT

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or ever :rolleyes:

Subject: big new engine feature added to scripts 2.1, Keyboard Hooks

Posted by [Aircraftkiller](#) on Wed, 02 Feb 2005 20:42:36 GMT

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Because we stopped working on it. But unlike everything made for this pathetic game, we have had more than one release. More like over 15 in the three years we worked on it, which is more than any of you idiots can say... Especially you, The Fucking Whiner Andy.

The version number is irrelevant. A 1.0 release is still a public beta for that Sole Survivor thing because it sucked so hard that no one would even play it after two days, yet we kept a consistent

fanbase that continually grew over two years until Half Life 2 was out, where they all went... Which means that's where we went as well.

Subject: big new engine feature added to scripts 2.1, Keyboard Hooks

Posted by [liberator](#) on Wed, 02 Feb 2005 21:03:01 GMT

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Funny thing ACK? There are more people playing Ren now than there were when I started. Fact is with HL2 you have to deal with Valve and all their neurotic BS paranoia as well as the CS kiddies and their "skillz". I got better things to do with my time than babysit.

Subject: big new engine feature added to scripts 2.1, Keyboard Hooks

Posted by [Aircraftkiller](#) on Wed, 02 Feb 2005 21:06:48 GMT

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Funny thing is that since I started playing, which was 3 December of 2001 in the first private beta test for Renegade, more players have been lost than gained. Renegade initially had around 70,000 players... Now the number is like 2,000. That's horrible.

Subject: big new engine feature added to scripts 2.1, Keyboard Hooks

Posted by [icedog90](#) on Wed, 02 Feb 2005 21:17:58 GMT

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Actually, there are 5,582 ranked players on WOL. Two months ago there were about 20,000... I wonder what happened in the span of two months. :/

Damn, I missed my "1337" post by accident...

Subject: big new engine feature added to scripts 2.1, Keyboard Hooks

Posted by [WNxCABAL](#) on Thu, 03 Feb 2005 00:11:10 GMT

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Aircraftkiller, you are the Simon Cowell of this forum & Ren Community. You talk shit, nobody likes you & people don't like your opinions!

Subject: big new engine feature added to scripts 2.1, Keyboard Hooks

Posted by [cheesesoda](#) on Thu, 03 Feb 2005 00:13:45 GMT

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Funny thing about that is, Simon's my favorite judge. Also, on the American Idol site before the

season started, Simon was the judge voted most missed by fans of the show.

Subject: big new engine feature added to scripts 2.1, Keyboard Hooks

Posted by [WNxCABAL](#) on Thu, 03 Feb 2005 00:17:45 GMT

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If only you lived in the UK, to which we have a different view of him

Subject: big new engine feature added to scripts 2.1, Keyboard Hooks

Posted by [Aircraftkiller](#) on Thu, 03 Feb 2005 01:39:20 GMT

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1. I don't know who Simon Cowell is and I most likely don't care.

2. You don't speak for anyone but yourself. Saying "no one likes you or cares about what you think" is contradictive and wrong. If we're going to talk about what everyone doesn't care about, I'd say it's you... But then again, I don't speak for everyone like you attempt to.

3. This isn't a Ren & Stimpy community. It's a Renegade community.

Subject: big new engine feature added to scripts 2.1, Keyboard Hooks

Posted by [liberator](#) on Thu, 03 Feb 2005 02:04:12 GMT

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1) Have you been under a rock for a couple of years?

2)I think you're a prick most of the time....

3)Who cares you eeeediot?

Subject: big new engine feature added to scripts 2.1, Keyboard Hooks

Posted by [Aircraftkiller](#) on Thu, 03 Feb 2005 02:06:41 GMT

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I don't pay attention to pop culture or whatever "new" thing is going on most of the time. It's a waste of energy to care about someone who doesn't give a damn about you.

Subject: big new engine feature added to scripts 2.1, Keyboard Hooks

Posted by [Blazer](#) on Thu, 03 Feb 2005 03:51:20 GMT

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Yet you turned your back on what I have seen to be the most loyal members of the gaming community to join the HL2 hypefest

Subject: big new engine feature added to scripts 2.1, Keyboard Hooks

Posted by [vloktboky](#) on Thu, 03 Feb 2005 04:18:31 GMT

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Excuse me if I am mistaking you Blazer, but are you insinuating that those who have chose to move on to HL2 are deserters to the C&C and Renegade titles? If so, that is not the case at all. Jupiter is on a team that is producing a title that is true to the C&C series, as is the Dead6 team. If anything, those who are members of said mod teams and those who are following said mods are more or less the epitome of "loyal members of the gaming community" than deserters. They hold the same principles; they have merely only moved on to something new to share those principles with.

Subject: big new engine feature added to scripts 2.1, Keyboard Hooks

Posted by [Blazer](#) on Thu, 03 Feb 2005 07:43:43 GMT

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I have no problem with the "moving on", its the burning of bridges as they go. Folks like aircraftkiller went from one day of being an avid player of Renegade and/or Renalert, to the next day of HL2 being the end all be all of gaming, and suddenly Renegade sucks and anyone who plays it is an idiot.

Aircraftkiller said that he didn't pay attention to whatever was new at the time, and yet he has totally dropped Renegade in favor of CS:S/HL2, which is what I found ironic.

I own HL2 myself, and nobody can deny that its graphics and engine are superior in almost every way. But I and others find it odd that people like Aircraftkiller seemingly cannot fathom our like of Renegade, even though they themselves were "just like us", until they decided to drop it like a hot potato

I have a lot of respect for Dead6, I was even a member? of the team long ago, doing sound effects and soundtracks for the FMV sequences. I just wish that the people who now think Renegade sucks could at least try and understand why some of us still like and play Renegade, despite there being newer and "better" things out there.

Subject: big new engine feature added to scripts 2.1, Keyboard Hooks

Posted by [Aircraftkiller](#) on Thu, 03 Feb 2005 08:29:11 GMT

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I never said you were an idiot for playing Renegade. Just like the administration has never said Saddam had ties to Al-Qaeda, I have never called anyone idiots for playing Renegade. The game sucks, that's about all there is to it.

The reason people like me went from "Renegade is fun etc" to "Renegade sucks" is playing HL2 opens your eyes a bit. You look at Renegade afterward and wonder how the fuck anyone can play it. The last time I went in it, the cameras were so messed up looking that I couldn't stand it.

I understand why you play it, but that doesn't mean the game is good. It still sucks to most of the people who played it. otherwise they'd still be playing it.

Subject: big new engine feature added to scripts 2.1, Keyboard Hooks

Posted by [revenue](#) on Thu, 03 Feb 2005 13:31:26 GMT

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if u dont like renegade, y r u still around in renegade forums?

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Posted by [WNxCABAL](#) on Thu, 03 Feb 2005 15:24:16 GMT

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revenueif u dont like renegade, y r u still around in renegade forums?

I'd like to know why too

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Posted by [Renardin6](#) on Thu, 03 Feb 2005 15:51:50 GMT

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Blazea58AircraftkillerToo bad all of those are either dead or will take a year to get released, if they ever do.

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Owned, lol

BlazerI have no problem with the "moving on", its the burning of bridges as they go. Folks like aircraftkiller went from one day of being an avid player of Renegade and/or Renalert, to the next day of HL2 being the end all be all of gaming, and suddenly Renegade sucks and anyone who plays it is an idiot.

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Wisdom words. I understand your point of view and I agree 100%.

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Posted by [Sir Phoenixx](#) on Thu, 03 Feb 2005 15:59:12 GMT

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Renardin6Blazea58AircraftkillerToo bad all of those are either dead or will take a year to get released, if they ever do.

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Owned, lol

How did he "own" him when what Blazea58 said wasn't even correct at all?

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Posted by [Renardin6](#) on Thu, 03 Feb 2005 19:20:27 GMT

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just thinking about 1.0 for renegade. Nothing else.

Nothing against you sir. Just showing that someone should stfu sometimes and have a break.

Subject: big new engine feature added to scripts 2.1, Keyboard Hooks

Posted by [IRON FART](#) on Fri, 04 Feb 2005 05:21:39 GMT

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Whats left to be done to RenAlert?

You're at version 0.993. How far off can you be from 1.0?
