Subject: G15
Posted by IronWarrior on Tue, 18 Nov 2008 05:48:18 GMT
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What about adding G15 support?

Basic stats of the game, team, buildings and HP etc.

Subject: Re: G15
Posted by MGamer on Tue, 18 Nov 2008 06:23:18 GMT
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also an option to disable it server side?

Subject: Re: G15
Posted by Genesis2001 on Tue, 18 Nov 2008 14:51:51 GMT
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MGamer wrote on Mon, 17 November 2008 23:23also an option to disable it server side?

It's a clientside thing that will only work if you have a G15 keyboard...

Subject: Re: G15
Posted by EvilWhiteDragon on Tue, 18 Nov 2008 20:41:10 GMT
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What he means that he doesn't want it to give people with an G15 keyboard an advantage. Or only when the serverowner allows it.

Anyway, I don't expect this to be implemented, to much work for too little gain (unless the TS is supplying everyone with a G15 of course).

Subject: Re: G15
Posted by CarrierII on Tue, 18 Nov 2008 20:43:00 GMT
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EvilWhiteDragon wrote on Tue, 18 November 2008 20:41What he means that he doesn't want it to give people with an G15 keyboard an advantage. Or only when the serverowner allows it.

Anyway, I don't expect this to be implemented, to much work for too little gain (unless the TS is supplying everyone with a G15 of course).

I hereby support this topic.

Subject: Re: G15
Posted by ErroR on Wed, 19 Nov 2008 14:25:25 GMT
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It's only me who doesn't understand what are u talking about

Subject: Re: G15
Posted by Genesis2001 on Wed, 19 Nov 2008 16:55:23 GMT
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ErroR wrote on Wed, 19 November 2008 07:25It's only me who doesn't understand what are u
talking about

If you mean about the G15 keyboard and you don't know what it is, here's a link.

Subject: Re: G15
Posted by StealthEye on Wed, 19 Nov 2008 16:58:48 GMT
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http://www.google.com/search?q=G15 first hit. Basically placing info like he mentioned in the topic
start in the led display.

I agree that the server would need to have support over this, I also agree that it's probably too
much work for what it's worth, especially since not everyone can benefit from it. Either way I don't
have such keyboard so I can't even develop it, but if you supply the TT team with G15 keyboards
then I'm sure some arrangements can be made...

Subject: Re: G15
Posted by cmatt42 on Wed, 19 Nov 2008 19:57:17 GMT
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I don't see why a server should need control over this. Anything that would be available on that
tiny LCD is already available to everyone with scripts and a press of a button.

Besides, people can write their own programs for the G15 to get this information anyway.

Subject: Re: G15
Posted by StealthEye on Wed, 19 Nov 2008 20:29:10 GMT
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Press of a button is the keyword here. It's the same for adding building health icons to the HUD: it's controversial as to whether this should be allowed.

Subject: Re: G15
Posted by Ghostshaw on Wed, 19 Nov 2008 22:35:26 GMT
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Also I don't think any of the devs have a G15, so unless you are going to send us one, I think this is a nogo. Besides that its quite alot of work for a very tiny amount of people.

Subject: Re: G15
Posted by cmatt42 on Thu, 20 Nov 2008 02:23:55 GMT
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StealthEye wrote on Wed, 19 November 2008 14:29Press of a button is the keyword here. It's the same for adding building health icons to the HUD: it's controversial as to whether this should be allowed.
I don't have an issue with that either, but that's just me.

Note that I don't even own a G15.

Subject: Re: G15
Posted by Goztow on Thu, 20 Nov 2008 07:57:51 GMT
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cmatt42 wrote on Thu, 20 November 2008 03:23 but that's just me.
This is key here .

Subject: Re: G15
Posted by EvilWhiteDragon on Thu, 20 Nov 2008 12:23:31 GMT
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cmatt42 wrote on Thu, 20 November 2008 03:23StealthEye wrote on Wed, 19 November 2008 14:29Press of a button is the keyword here. It's the same for adding building health icons to the HUD: it's controversial as to whether this should be allowed.
I don't have an issue with that either, but that's just me.

Note that I don't even own a G15.

Considering that there where people here that considered even widescreen resolutions as an unfair advantage, I am sure that they would completely bash TT if we put this in without an option to control it by the server.

Subject: Re: G15
Posted by saberhawk on Thu, 20 Nov 2008 15:36:33 GMT
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EvilWhiteDragon wrote on Thu, 20 November 2008 06:23cmatt42 wrote on Thu, 20 November 2008 03:23StealthEye wrote on Wed, 19 November 2008 14:29Press of a button is the keyword here. It's the same for adding building health icons to the HUD: it's controversial as to whether this should be allowed.
I don't have an issue with that either, but that's just me.

Note that I don't even own a G15.
Considering that there where people here that considered even widescreen resolutions as an unfair advantage, I am sure that they would completely bash TT if we put this in without an option to control it by the server.

It says right on the box: "Your tactical advantage for Gaming". I should know, it's sitting right next to me

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Subject: Re: G15
Posted by Genesis2001 on Thu, 20 Nov 2008 16:30:47 GMT
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EvilWhiteDragon wrote on Thu, 20 November 2008 05:23cmatt42 wrote on Thu, 20 November 2008 03:23StealthEye wrote on Wed, 19 November 2008 14:29Press of a button is the keyword here. It's the same for adding building health icons to the HUD: it's controversial as to whether this should be allowed.
I don't have an issue with that either, but that's just me.

Note that I don't even own a G15.
Considering that there where people here that considered even widescreen resolutions as an unfair advantage, I am sure that they would completely bash TT if we put this in without an option to control it by the server.

People are going to complain no matter what. :\

(EXAMPLE):
If they're not complaining about Item A then they're complaining about Item B or C or D or even X.

but I guess you get the point

Subject: Re: G15
Posted by Crimson on Wed, 26 Nov 2008 07:16:10 GMT
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I am totally in favor of this. The G15 keyboard is made of win.

Subject: Re: G15
Posted by EvilWhiteDragon on Wed, 26 Nov 2008 14:26:55 GMT
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Crimson will be supplying everyone with G15's

Subject: Re: G15
Posted by Omar007 on Wed, 26 Nov 2008 16:42:17 GMT
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EvilWhiteDragon wrote on Wed, 26 November 2008 15:26Crimson will be supplying everyone with G15's

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Subject: Re: G15
Posted by IronWarrior on Thu, 27 Nov 2008 00:46:08 GMT
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Crimson wrote on Wed, 26 November 2008 01:16I am totally in favor of this. The G15 keyboard is made of win.

Crimson word is the word of God.

Get to work TT slaves!

Subject: Re: G15
Posted by Genesis2001 on Thu, 27 Nov 2008 07:28:54 GMT
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Come to think of it...It's not really much of an advantage for G15 users.

"Basic stats of the game, team, buildings and HP etc." -IWarrs

1. Team: Do you mean like team display? e.g. the player list? or the stats under the menu when you press "K"?

2. Buildings: Some servers already have the feature built-in so you can type a command(example) and see building status. I know Black-Cell has something like this and BRenBot features this(irc-only iirc though).

Anyway, I don't see much advantage
Wouldn't be bad to see implemented, though.

Subject: Re: G15
Posted by IronWarrior on Thu, 27 Nov 2008 13:27:03 GMT
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Should be easy to do if the devs had G15's of cause.

Subject: Re: G15
Posted by saberhawk on Thu, 27 Nov 2008 13:55:22 GMT
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Some of the devs do, and it's not as simple as you think it is.

Subject: Re: G15
Posted by nikki6ixx on Thu, 27 Nov 2008 18:12:53 GMT
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Not to sound like Captain Dicktree here, but can't you guys do this sort of stuff later, and get the real meat and bones released first; the stuff that ALL of us use?

Subject: Re: G15
Posted by Scrin on Thu, 27 Nov 2008 20:02:40 GMT
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I HAVE G15, G9 MOUSE ,G51 SORROUND SYSTEM......SUPPORT ME!!!!!!!!!

Subject: Re: G15
Posted by Xylaquin on Sun, 30 Nov 2008 17:47:47 GMT
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is it possible to set the renegade client to generate a log of what happens in game? That way the G15 applet would read from it as the user plays, then display said info on the keyboard.

The log would contain something like
- Player_X killed Player_Y with Weapon
- Player_Y spawned as GDI_Eng
- Player_X attacked GDI_AGT [-4%]

The source engine creates a client-side log when launched with a shortcut parameter, and thus a Team Fortress 2 applet has been made. All it requires is the user to enter their username so it knows what kills and deaths to track in the log.

Subject: Re: G15
Posted by EvilWhiteDragon on Sun, 30 Nov 2008 18:13:51 GMT
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It's called renlog...