
Subject: Writing Custom Keys

Posted by [halo2pac](#) on Sat, 28 Feb 2009 16:59:37 GMT

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In counter strike, the server owner can program the server to write a client's key configuration a specific way.

I was wondering would it be possible for the TT Team to add a server side function that allows us programmers to add keys and values to a client's keys.cfg... without them having to edit it themselves all the time.

Also you could have it reset every time they leave the server so that if the programmer screws up the main keys.. they wont be screwed up for the next server to join.

Subject: Re: Writing Custom Keys

Posted by [a000clown](#) on Sat, 28 Feb 2009 17:21:02 GMT

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That's a horrible idea. I wouldn't want any server designating what keys do what for me.

Server owners can already create Logical Keys for the players to assign to Physical Keys, that's more than enough.

Subject: Re: Writing Custom Keys

Posted by [halo2pac](#) on Sat, 28 Feb 2009 19:49:16 GMT

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What if a server has a key like the " key for some kind of menu or for a special function, if a newb (a good 50% or renegade) doesnt know how to open his keys.cfg and set it up to use on the server?

Subject: Re: Writing Custom Keys

Posted by [a000clown](#) on Sat, 28 Feb 2009 20:14:20 GMT

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Teach them or create an installer.

If they're not willing to take the time to learn they don't deserve to use it.

What would happen if I setup my keys.cfg to use that key for something else? Then two things would happen, or one would have to be overridden.

Subject: Re: Writing Custom Keys

Posted by [saberhawk](#) on Sat, 28 Feb 2009 21:11:47 GMT

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Servers have no business changing a client's key configuration.

Subject: Re: Writing Custom Keys

Posted by [Carrierll](#) on Sun, 01 Mar 2009 09:30:56 GMT

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Saberhawk wrote on Sat, 28 February 2009 21:11 Servers have no business changing a client's key configuration.

Yeah, I'd get very annoyed. I've got my keys setup where I want them, I don't want to have to spend the first minute of a game reconfiguring them because a server overrode it.

Subject: Re: Writing Custom Keys

Posted by [halo2pac](#) on Sun, 01 Mar 2009 13:46:18 GMT

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halo2pac wrote on Sat, 28 February 2009 10:59 Also you could have it reset (to the default) every time they leave the server so that if the programmer screws up the main keys.. they wont be screwed up for the next server to join.

Subject: Re: Writing Custom Keys

Posted by [Ghostshaw](#) on Sun, 01 Mar 2009 14:04:00 GMT

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It would still be annoying. What if the server maps some important key to the same key as you have Push to talk mapped to. That sort of thing would be really annoying.

Subject: Re: Writing Custom Keys

Posted by [jnz](#) on Sun, 01 Mar 2009 14:52:51 GMT

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It would be good if the server could request certain keys to be sent, if they aren't already mapped.

Subject: Re: Writing Custom Keys

Posted by [saberhawk](#) on Sun, 01 Mar 2009 19:12:19 GMT

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RoShamBo wrote on Sun, 01 March 2009 09:52It would be good if the server could request certain keys to be sent, if they aren't already mapped.

And the client can tell that I have X key mapped to TeamSpeak PTT, Y key mapped Ventrillo PTT, and Z key mapped to yet another program *how*?

Subject: Re: Writing Custom Keys

Posted by [StealthEye](#) on Sun, 01 Mar 2009 20:39:50 GMT

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By remapping the key that the server set to something else. It's better than having no mapping for that key for people who do not know/want to set up their client's keys.

Subject: Re: Writing Custom Keys

Posted by [jnz](#) on Sun, 01 Mar 2009 21:19:24 GMT

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Saberhawk wrote on Sun, 01 March 2009 19:12RoShamBo wrote on Sun, 01 March 2009 09:52It would be good if the server could request certain keys to be sent, if they aren't already mapped.

And the client can tell that I have X key mapped to TeamSpeak PTT, Y key mapped Ventrillo PTT, and Z key mapped to yet another program *how*?

That's not the server's problem, if the client can't setup a virtual key for it then that's their problem.

Subject: Re: Writing Custom Keys

Posted by [halo2pac](#) on Sun, 01 Mar 2009 21:40:33 GMT

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maybe with the new release, you just have 2-4 keys set as like "custom_1", "custom_2", ect. so we can hook em if we need so.

Subject: Re: Writing Custom Keys

Posted by [saberhawk](#) on Sun, 01 Mar 2009 21:40:52 GMT

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RoShamBo wrote on Sun, 01 March 2009 16:19Saberhawk wrote on Sun, 01 March 2009 19:12RoShamBo wrote on Sun, 01 March 2009 09:52It would be good if the server could request certain keys to be sent, if they aren't already mapped.

And the client can tell that I have X key mapped to TeamSpeak PTT, Y key mapped Ventrillo PTT, and Z key mapped to yet another program *how*?

That's not the server's problem, if the client can't setup a virtual key for it then that's their problem.

Yeah, but the server has no business telling my client what my X button does. TT could add a few "pre-bound" virtual keys (which the clients can definitely change to whatever they please), but allowing the server to change client key configuration really should not be done.

Subject: Re: Writing Custom Keys

Posted by [Genesis2001](#) on Sun, 01 Mar 2009 22:35:13 GMT

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halo2pac wrote on Sun, 01 March 2009 14:40 maybe with the new release, you just have 2-4 keys set as like "custom_1", "custom_2", ect. so we can hook em if we need so.

Rebind the commands and features that are already bound to those keys... :/

Subject: Re: Writing Custom Keys

Posted by [mr£Ä&A-z](#) on Sun, 01 Mar 2009 23:17:13 GMT

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What you can already do ServerSide is:

Example: NUM1 = page message bla bla
then if you press NUM1 2 times then it will display another message, not the same one, isnt that enough?

Subject: Re: Writing Custom Keys

Posted by [Genesis2001](#) on Mon, 02 Mar 2009 00:22:29 GMT

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madrackz wrote on Sun, 01 March 2009 16:17 What you can already do ServerSide is:

Example: NUM1 = page message bla bla
then if you press NUM1 2 times then it will display another message, not the same one, isnt that enough?

That's what I just said in my post above yours. :/

Subject: Re: Writing Custom Keys
Posted by [Ethenal](#) on Mon, 02 Mar 2009 02:26:32 GMT
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This thread has jarring similarity to the RenGooley discussion.

Subject: Re: Writing Custom Keys
Posted by [Jerad2142](#) on Mon, 02 Mar 2009 03:12:39 GMT
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The 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.

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