
Subject: G15 Display Ideas

Posted by [dr3w2](#) on Sun, 19 Jul 2009 06:14:27 GMT

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I've just received a g15 keyboard a few days ago and earlier tonight i was incredibly bored so i decided to see what I can come up with

I'm wondering what beneficial/handy/cool things from Renegade and/or IRC can be displayed

Here's a video showing a proof of concept that data from renegade can be passed to the g15 (With some minor trouble of course)

<http://andr3w282.bitpwns.com/concept.mp4> (Cell phone video)

This was done in a combination of shaders.dll + vb.net + LGIcd .net wrapper which wraps the logitech sdk.

Anyone have some cool ideas to put on this thing ?

Subject: Re: G15 Display Ideas

Posted by [reborn](#) on Sun, 19 Jul 2009 10:15:15 GMT

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Looks cool, it's probably a disadvantage to have a Head Up display than needs to you look down, but if you're looking for ideas, I would probably say beacon count downs maybe?

Subject: Re: G15 Display Ideas

Posted by [JeepRubi](#) on Sun, 19 Jul 2009 10:33:00 GMT

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Mine count, building health, harvester health, beacon countdown, players in server,server IP, name of server, money spent, money earned, kills, deaths, kd ratio... cant think of more atm.

Subject: Re: G15 Display Ideas

Posted by [jnz](#) on Sun, 19 Jul 2009 12:10:04 GMT

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Here's my version

File Attachments

1) [Renegade_G15.rar](#), downloaded 216 times

Subject: Re: G15 Display Ideas

Posted by [dr3w2](#) on Sun, 19 Jul 2009 16:39:24 GMT

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oh wow jnz I'm poking through the code right now this is pretty cool. The c++ gdi drawing is way
paste my level but maybe this might help me reach there

Thanks!

Subject: Re: G15 Display Ideas

Posted by [dr3w2](#) on Sun, 19 Jul 2009 16:46:54 GMT

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hm weird its all pixelated on my g15. Im wondering, do you have the version 1 or version 2?

I think im gonna strip out your code and implement it in my way in my shaders.dll . Full credit to
you for this method

Subject: Re: G15 Display Ideas

Posted by [jnz](#) on Sun, 19 Jul 2009 16:54:45 GMT

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andr3w282 wrote on Sun, 19 July 2009 17:46hm weird its all pixelated on my g15. Im wondering,
do you have the version 1 or version 2?

I think im gonna strip out your code and implement it in my way in my shaders.dll . Full credit to
you for this method

It may be because of the text size, I found it did pixelate in some random situations. Try changing
the font or something. I used GDI+ because there are no other tools for creating lines of text. You
could just use a sprite, but I am lazy and wanted to acheive something fast.

*note, it has a huge impact on FPS. That is because of GDI+ *

Subject: Re: G15 Display Ideas

Posted by [dr3w2](#) on Sun, 19 Jul 2009 17:42:39 GMT

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Hm it's possible. But yeah i'll rip all your stuff and recompile then play around with it. Also i'm

running an i7 and a radeon 4870 so i think i'll be ok for fps

Subject: Re: G15 Display Ideas
Posted by [jnz](#) on Sun, 19 Jul 2009 18:34:21 GMT
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andr3w282 wrote on Sun, 19 July 2009 18:42Hm it's possible. But yeah i'll rip all your stuff and recompile then play around with it. Also i'm running an i7 and a radeon 4870 so i think i'll be ok for fps

Aye that's the same reason I didn't care about the FPS drop I run vsync so I get 60 fps running it or not, but I gave it to someone and it dropped his quite a bit.

Subject: Re: G15 Display Ideas
Posted by [YazooGang](#) on Mon, 20 Jul 2009 19:18:52 GMT
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Useless for most of the people since they dont have that kind of keyboard. But its cool.

Subject: Re: G15 Display Ideas
Posted by [Omar007](#) on Tue, 21 Jul 2009 09:11:18 GMT
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Cool

Sadly i dont have a G15
