
Subject: Renegade Support on G15 keyboard?
Posted by [R315r4z0r](#) on Wed, 09 Dec 2009 17:25:25 GMT
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I remember someone bringing this up a couple times: particularly in those HUD debate threads.

Can the LCD display on a Logitech G15 keyboard support Renegade? If so, how?

I just got this keyboard... but I don't have any games that the LCD display supports installed ATM, so I wanted to see it in action.

Subject: Re: Renegade Support on G15 keyboard?
Posted by [Caveman](#) on Wed, 09 Dec 2009 17:26:30 GMT
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Didnt crimson say something a few months ago about having stuff on her G15 related to ren?

Subject: Re: Renegade Support on G15 keyboard?
Posted by [jnz](#) on Wed, 09 Dec 2009 17:39:41 GMT
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I made one ages ago, but I can't release it as some think it's a cheat LOL.

Subject: Re: Renegade Support on G15 keyboard?
Posted by [CarrierII](#) on Wed, 09 Dec 2009 22:23:35 GMT
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jnz wrote on Wed, 09 December 2009 17:39I made one ages ago, but I can't release it as some think it's a cheat LOL.

It's information available to you that might not be available to others as quickly/easily thus handing you an unfair advantage (you have it, others don't) therefore it's a cheat.

Subject: Re: Renegade Support on G15 keyboard?
Posted by [jnz](#) on Wed, 09 Dec 2009 22:42:34 GMT
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CarrierII wrote on Wed, 09 December 2009 22:23jnz wrote on Wed, 09 December 2009 17:39I made one ages ago, but I can't release it as some think it's a cheat LOL.

It's information available to you that might not be available to others as quickly/easily thus handing

you an unfair advantage (you have it, others don't) therefore it's a cheat.

Whatever, just like higher resolutions / wide screen as cheats too.

Subject: Re: Renegade Support on G15 keyboard?
Posted by [nikki6ixx](#) on Wed, 09 Dec 2009 22:54:47 GMT
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Or SSD's. I'm sick and tired of these assholes loading their levels faster than me and grabbing the crates.

Subject: Re: Renegade Support on G15 keyboard?
Posted by [Homey](#) on Thu, 10 Dec 2009 01:39:38 GMT
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nikki6ixx wrote on Wed, 09 December 2009 17:54Or SSD's. I'm sick and tired of these assholes loading their levels faster than me and grabbing the crates.
Hey I resent that, you soon to be asshole.

Subject: Re: Renegade Support on G15 keyboard?
Posted by [R315r4z0r](#) on Thu, 10 Dec 2009 02:17:39 GMT
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CarrierII wrote on Wed, 09 December 2009 17:23jnz wrote on Wed, 09 December 2009 17:39I made one ages ago, but I can't release it as some think it's a cheat LOL.

It's information available to you that might not be available to others as quickly/easily thus handing you an unfair advantage (you have it, others don't) therefore it's a cheat.

Not really. I can set it so that I need to press a button to display the info I want. It would just look different than what other people see.

If anything, It's a disadvantage because not only do I have to press a button like everyone else, I need to remove my eyes from the screen.

Subject: Re: Renegade Support on G15 keyboard?
Posted by [Goztow](#) on Thu, 10 Dec 2009 08:05:00 GMT
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You can but that's not the way he created it.

This is the exact same discussion as building bars, as that's what he showed on the keyboard.

Subject: Re: Renegade Support on G15 keyboard?
Posted by [renalpha](#) on Thu, 10 Dec 2009 08:09:38 GMT
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mtron pro (y)

hehehe

just stole the crate

muahha

Subject: Re: Renegade Support on G15 keyboard?
Posted by [Crimson](#) on Thu, 10 Dec 2009 23:26:05 GMT
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I don't have anything on my G15 related to Ren. I think andr3w282 created something. It's funny, because EA made C&C3 support G15s and it shows numbers that you couldn't get otherwise at a glance. It's generally been held (in other game communities) that the skill of the game is how well you react to situations, and how well you aim your mouse, not how well you deal with limitations in the UI.

Subject: Re: Renegade Support on G15 keyboard?
Posted by [R315r4z0r](#) on Thu, 10 Dec 2009 23:47:26 GMT
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Goztow wrote on Thu, 10 December 2009 03:05 You can but that's not the way he created it.

This is the exact same discussion as building bars, as that's what he showed on the keyboard. It doesn't matter how he creates it, it's how the keyboard itself works.

The keyboard comes loaded with programs, such as a clock, stopwatch, RAM/CPU monitors, ect. It can only show one program at a time.

Regardless of how the Renegade input information is, I could still have my clock as the default program and only have the information come up when I press a button. (The switch program button)

Subject: Re: Renegade Support on G15 keyboard?
Posted by [dr3w2](#) on Fri, 11 Dec 2009 02:08:24 GMT

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jnz posted a simple but lovely c++ wrapper on the g15 sdk a while back and it demo'd basic usage of it. The code was compiled inside of shaders.dll so naturally it allowed full access to everything. I meant to wrap that and the principles of jnz's ideas into a customizable class but never got around to it. One issue I found is he was using version 2 of the g15, whereas I have version 1 so I had to play around with the font settings to make them legible.

Another way I had done it was via a proxy app that runs outside of renegade. I used a g15 .net sdk wrapper that was released and used VB.net to read renegade memory locations X times per second and then draw it on the lcd. This of course is much less of a code-"drawing" headache but gives limited access and only access to static constant memory locations like your player's health and what not. Also allows you to not have to mess with your renegade at all.

Subject: Re: Renegade Support on G15 keyboard?
Posted by [dr3w2](#) on Fri, 11 Dec 2009 02:13:49 GMT
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oh yeah R315r4z0r I recommend downloading "SirReal's panel". It's awesome.
