Subject: ChatHistory=C_Key doesnt work anymore
Posted by rrutk on Thu, 22 Sep 2011 15:21:58 GMT

ChatHistory=C_Key

If inserted in keys.cfg it causes "renegade error".

And how about them?

DiveForward_Primary=W_Key
DiveBackward_Primary=S_Key
DiveLeft_Primary=A_Key
DiveRight_Primary=D_Key

Subject: Re: ChatHistory=C_Key doesnt work anymore
Posted by Xpert on Thu, 22 Sep 2011 18:44:37 GMT

Mines work. But mines is set to U.

Subject: Re: ChatHistory=C_Key doesnt work anymore
Posted by Jerad2142 on Fri, 23 Sep 2011 00:04:30 GMT

rrutk wrote on Thu, 22 September 2011 09:21
DiveForward_Primary=W_Key
DiveBackward_Primary=S_Key
DiveLeft_Primary=A_Key
DiveRight_Primary=D_Key
Stock Ren doesn't really make use of those, if people say building bars are a cheat I'm sure they'll say being able to roll is.

As a side note, if your position is set while rolling it really glitches out the client.

Subject: Re: ChatHistory=C_Key doesnt work anymore
Posted by jonwil on Fri, 23 Sep 2011 03:21:46 GMT

Just tested and the chat history seems to be working fine for me.

Subject: Re: ChatHistory=C_Key doesnt work anymore
Posted by rrutk on Fri, 23 Sep 2011 08:26:36 GMT
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jonwil wrote on Thu, 22 September 2011 20:21Just tested and the chat history seems to be working fine for me.

So what have you done?

Made the entry "ChatHistory=C_Key" in keys.cfg manually ?

Edit:

Now this works. Strange. Yesterday it caused an error during startup of ren several times.

Subject: Re: ChatHistory=C_Key doesnt work anymore
Posted by rrutk on Fri, 23 Sep 2011 09:15:02 GMT
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Jerad Gray wrote on Thu, 22 September 2011 17:04rrutk wrote on Thu, 22 September 2011 09:21
DiveForward_Primary=W_Key
DiveBackward_Primary=S_Key
DiveLeft_Primary=A_Key
DiveRight_Primary=D_Key
Stock Ren doesn't really make use of those, if people say building bars are a cheat I'm sure they'll say being able to roll is.

As a side note, if your position is set while rolling it really glitches out the client.

so do they work in 4.0 or not?

Subject: Re: ChatHistory=C_Key doesnt work anymore
Posted by iRANian on Fri, 23 Sep 2011 10:59:34 GMT
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They work on 4.0, I forgot what the rolling keys ones are though.

Subject: Re: ChatHistory=C_Key doesnt work anymore
Posted by StealthEye on Fri, 23 Sep 2011 12:43:03 GMT
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Whenever you get a crash, please upload the corresponding crashdump file in My Documents/Renegade/Client/Debug.

Subject: Re: ChatHistory=C_Key doesnt work anymore
Posted by rrutk on Fri, 23 Sep 2011 12:51:17 GMT
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StealthEye wrote on Fri, 23 September 2011 05:43Whenever you get a crash, please upload the corresponding crashdump file in My Documents/Renegade/Client/Debug.

so all files in this folder will be uploaded to dev automatically?

Subject: Re: ChatHistory=C_Key doesnt work anymore
Posted by StealthEye on Fri, 23 Sep 2011 13:11:35 GMT
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Not automatically, unfortunately, that's why I ask you to upload it.

Subject: Re: ChatHistory=C_Key doesnt work anymore
Posted by rrutk on Fri, 23 Sep 2011 15:39:37 GMT
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StealthEye wrote on Fri, 23 September 2011 06:11Not automatically, unfortunately, that's why I ask you to upload it.

there we are.

by the way, the aircraft roll keys DON'T work.

File Attachments
1) debug.zip, downloaded 106 times

Subject: Re: ChatHistory=C_Key doesnt work anymore
Posted by iRANian on Fri, 23 Sep 2011 16:03:44 GMT
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The SelectNoWeapon key does.   I already c4'd 5 vehicles with it because the driver thought I had no C4.

Subject: Re: ChatHistory=C_Key doesnt work anymore
Posted by rrutk on Fri, 23 Sep 2011 16:26:28 GMT
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selectNoWeapon key ???

Subject: Re: ChatHistory=C_Key doesnt work anymore
Posted by iRANian on Fri, 23 Sep 2011 18:26:15 GMT
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SelectNoWeapon_Primary=Z_Key

Subject: Re: ChatHistory=C_Key doesnt work anymore
Posted by StealthEye on Fri, 23 Sep 2011 18:42:50 GMT
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rrutk wrote on Fri, 23 September 2011 17:39StealthEye wrote on Fri, 23 September 2011
06:11Not automatically, unfortunately, that's why I ask you to upload it.

there we are.Thanks; it looks like you had an empty line or some line without an = sign, and the
parser disliked that. Should be quite easy to fix, so we'll fix it for the next release.

Subject: Re: ChatHistory=C_Key doesnt work anymore
Posted by iRANian on Fri, 23 Sep 2011 19:27:09 GMT
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Could you also fix that parser bug I reported before that causes the last key in the keys.cfg file to
not be parsed if the keys.cfg doesn't end with a blank line?

Subject: Re: ChatHistory=C_Key doesnt work anymore
Posted by StealthEye on Sat, 24 Sep 2011 01:11:54 GMT
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Added to todo.

Subject: Re: ChatHistory=C_Key doesnt work anymore
Posted by jonwil on Sat, 24 Sep 2011 02:36:31 GMT
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I fixed the issue where the missing = will cause a crash.
The other one with the missing newline is difficult to fix without changing the file input code we use

to parse keys.cfg

Subject: Re: ChatHistory=C_Key doesnt work anymore
Posted by iRANian on Sat, 24 Sep 2011 08:36:08 GMT
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Wouldn't it be possible to add a newline at the end of the file if the file doesn't end with one?

Subject: Re: ChatHistory=C_Key doesnt work anymore
Posted by rrutk on Sat, 24 Sep 2011 11:50:13 GMT
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iRANian wrote on Fri, 23 September 2011 11:26SelectNoWeapon_Primary=Z_Key

seems to have no effect???

///

btw, the "Walk" (slowly) key seems to have no effect?

tested at two computers.

personally I don't rly care, because i don't need that key...

Subject: Re: ChatHistory=C_Key doesnt work anymore
Posted by Jerad2142 on Mon, 26 Sep 2011 20:17:37 GMT
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rrutk wrote on Fri, 23 September 2011 03:15Jerad Gray wrote on Thu, 22 September 2011
17:04rrutk wrote on Thu, 22 September 2011 09:21
DiveForward_Primary=W_Key
DiveBackward_Primary=S_Key
DiveLeft_Primary=A_Key
DiveRight_Primary=D_Key
Stock Ren doesn't really make use of those, if people say building bars are a cheat I'm sure they'll
say being able to roll is.

As a side note, if your position is set while rolling it really glitches out the client.

so do they work in 4.0 or not?

Yes they do, you just have to update teh config.dat file in

C:\Users\USERNAME\Documents\Renegade\Client

However, I am noticing something odd instead of rolling, my char is doing the little ducks and dodges you see the ai doing in single player when you take shots at them. However, I suppose that is the way stock ren actually has always done it, and I was just playing a modded ren version that made you actually roll and stuff.

rrutk wrote on Sat, 24 September 2011 05:50iRANian wrote on Fri, 23 September 2011 11:26SelectNoWeapon_Primary=Z_Key

seems to have no effect???

If that is a keys.cfg key, then the server has to be running scripts that'd switch you to be holding no weapon, if the server doesn't have that code in place the key will do nothing of course.

rrutk wrote on Sat, 24 September 2011 05:50
btw, the "Walk" (slowly) key seems to have no effect?

tested at two computers.

personally I don't rly care, because i don't need that key...
It works fine for me, holding shift makes my char walk, maybe the line in the config.dat file is blank or something?

Subject: Re: ChatHistory=C_Key doesnt work anymore
Posted by rrutk on Mon, 26 Sep 2011 20:51:26 GMT
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you mean input01.cfg ? not config.dat...

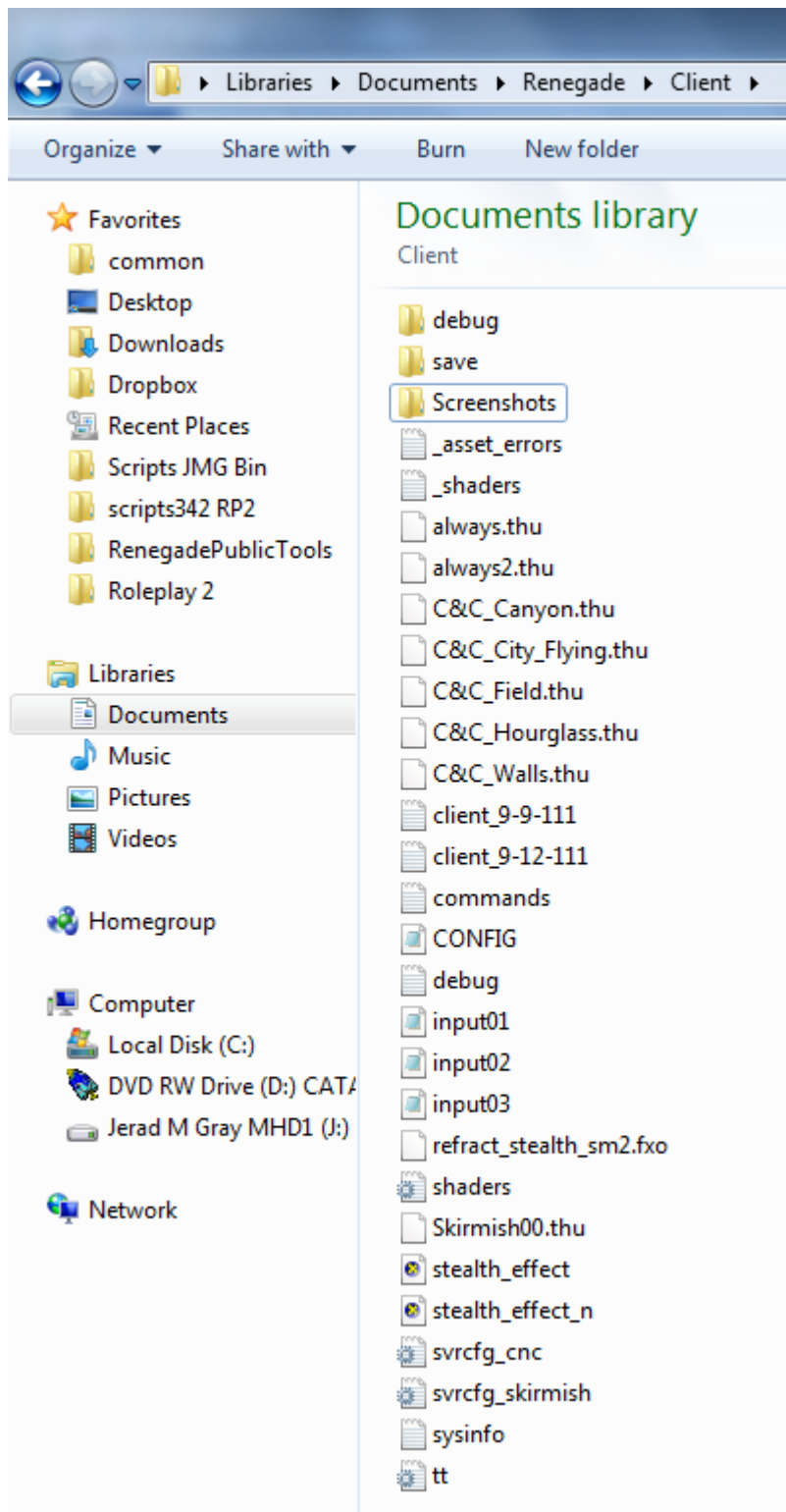
Subject: Re: ChatHistory=C_Key doesnt work anymore
Posted by Jerad2142 on Mon, 26 Sep 2011 20:56:15 GMT
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rrutk wrote on Mon, 26 September 2011 14:51you mean input01.cfg ? not config.dat...

Derp, yeah, I just threw them all in there sorry for the misleading answer.

File Attachments
1) Pic.png, downloaded 142 times

Libraries ▸ Documents ▸ Renegade ▸ Client ▸

Organize ▾   Share with ▾   Burn   New folder

Favorites
- common
- Desktop
- Downloads
- Dropbox
- Recent Places
- Scripts JMG Bin
- scripts342 RP2
- RenegadePublicTools
- Roleplay 2

Libraries
- Documents
- Music
- Pictures
- Videos

Homegroup

Computer
- Local Disk (C:)
- DVD RW Drive (D:) CAT/
- Jerad M Gray MHD1 (J:)

Network

Documents library
Client

- debug
- save
- Screenshots
- _asset_errors
- _shaders
- always.thu
- always2.thu
- C&C_Canyon.thu
- C&C_City_Flying.thu
- C&C_Field.thu
- C&C_Hourglass.thu
- C&C_Walls.thu
- client_9-9-111
- client_9-12-111
- commands
- CONFIG
- debug
- input01
- input02
- input03
- refract_stealth_sm2.fxo
- shaders
- Skirmish00.thu
- stealth_effect
- stealth_effect_n
- svrcfg_cnc
- svrcfg_skirmish
- sysinfo
- tt

Subject: Re: ChatHistory=C_Key doesnt work anymore
Posted by jonwil on Sun, 22 Apr 2012 17:42:51 GMT
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Given how simple it is to just add a newline to the end of keys.cfg, we have decided not to try to fix the "the last line of keys.cfg is not read if it doesn't have a newline on the end" bug through code.