
Subject: keys.cfg for sounds and taunts
Posted by [Stallion](#) on Wed, 08 Jan 2014 20:22:25 GMT
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I want to play other sounds like the radio commands (but my own custom ones) and was wondering if it's possible to use a key hook to call a sound from the always file. (or even other taunts not listed in there already if there are any.)

What can be done with the keys file, is there a commands available list, and if not, then how could I play my own custom radio commands so everyone in the game can hear them?

Subject: Re: keys.cfg for sounds and taunts
Posted by [danpaul88](#) on Wed, 08 Jan 2014 22:53:49 GMT
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See

http://www.danpaul88.co.uk/ttdocs/page_keyhooks.html

For details of the client side configuration. That page still needs some more work done to cover the usage of keyhooks in scripts.

Any script can register a keyhook with any name but each client must create an entry in their keys.cfg file which calls that keyhook. So unless you want all your players to edit their keys.cfg they won't be able to use anything you setup with a custom keyhook. You could of course use one of the keyhooks that ships with 4.x by default, but most of those are already used for other purposes.

Subject: Re: keys.cfg for sounds and taunts
Posted by [Stallion](#) on Wed, 08 Jan 2014 23:36:52 GMT
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I don't know shit about scripting unless it's something I can put into a text file, am I going to have to make my own scripts for this?

I was hoping there was a way around having to make my own scripts to do this. If there is no other way (other than using the objects file) then is it possible to get an example of how I'll have to set mine up?

Subject: Re: keys.cfg for sounds and taunts
Posted by [Ethenal](#) on Thu, 09 Jan 2014 01:24:18 GMT
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The keyhook system is pretty much entirely dependent on having some C++ code that calls it -

either in scripts.dll itself, or a plugin. Just do a site:renegadeforums.com Google search of "keyhook" or something similar, you're bound to find something.

Subject: Re: keys.cfg for sounds and taunts
Posted by [danpaul88](#) on Thu, 09 Jan 2014 09:23:44 GMT
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There are some existing scripts which can have a keyhook name set via a parameter, depends if they do what you want them to do though.
