Subject: Keys Config per map?
Posted by Jerad2142 on Sat, 07 Jun 2014 23:03:40 GMT
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I'm making a map for Renegade and I'd like to add a key that on key press shows the players their current objectives, if I put a modified keys.ini in the mix does that work? Or is there a better way to do it?

Subject: Re: Keys Config per map?
Posted by Ethenal on Sun, 08 Jun 2014 00:17:57 GMT
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I'm fairly sure you must put the keys.cfg in your Renegade documents folder, for example:

C:\Users\Jerad\Documents\Renegade\Client\keys.cfg

Subject: Re: Keys Config per map?
Posted by danpaul88 on Sun, 08 Jun 2014 09:34:20 GMT
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http://www.danpaul88.co.uk/ttdocs/page_keyhooks.html

Subject: Re: Keys Config per map?
Posted by Jerad2142 on Sun, 08 Jun 2014 16:26:07 GMT
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Lol I know how keyhooks work I'm specifically talking about this part " If a logical key is hooked by a script but does not exist in a players keys.cfg file they will be unable to activate the key hook for that script." I'm asking if we can deliver an updated keyhooks file inside of a mix so players don't have to modify their keyhooks file to use a key on a specific map. I'd like this to work without the client having to do something else (like download it with the map manually).

Subject: Re: Keys Config per map?
Posted by danpaul88 on Sun, 08 Jun 2014 23:12:48 GMT
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In theory it would work, if the following assumptions were true (might not be);

1) keys.cfg is loaded using the same methods as other INI files
2) keys.cfg is read during map load and not as a one-time init thing

There's a good chance that 1 is not true (since normal files don't support saving them back out to disk at runtime, nor reading from the user data folder) and that 2 is also not true (since it has to be loaded in memory in order to populate the entries in the extended config options).

So, in all likelihood, no, it's not read per-map.

Subject: Re: Keys Config per map?
Posted by jonwil on Sun, 08 Jun 2014 23:13:32 GMT
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Yes, keys.cfg is read once only on startup.

Subject: Re: Keys Config per map?
Posted by Jerad2142 on Mon, 09 Jun 2014 04:44:17 GMT
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So do we have any work around solutions or is this just another feature that is beyond our abilities to support?

Subject: Re: Keys Config per map?
Posted by danpaul88 on Mon, 09 Jun 2014 08:10:43 GMT
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You have to remember keys.cfg was mainly used by total conversion mods which simply patched it with new entries when they needed to add features... I don't think it's ever been used particularly within Renegade itself, other than some SSGM features.

You could try using one of the existing SSGM logical keys for your map? Most players should have those installed.

Subject: Re: Keys Config per map?
Posted by Jerad2142 on Mon, 09 Jun 2014 22:50:15 GMT
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danpaul88 wrote on Mon, 09 June 2014 02:10You have to remember keys.cfg was mainly used by total conversion mods which simply patched it with new entries when they needed to add features... I don't think it's ever been used particularly within Renegade itself, other than some SSGM features.

You could try using one of the existing SSGM logical keys for your map? Most players should have those installed.

I could, but if I ever make it so players can use Renegade Asteroids map in Renegade itself that'll require a good 20 more keys, and it won't be much good through the map downloader if the map is only partially functional if you can use your super weapons, shields or other abilities. I do think it'd be a cool feature if you could make it so keys could automatically be added to players keys.ini file if you joined a map with a logical mapping the player didn't have (I noticed that scripts.dll seems to be injecting some defaults for keys.ini, so I'd think this would be doing if you guys would be willing to add support).

Subject: Re: Keys Config per map?
Posted by Ethenal on Mon, 09 Jun 2014 23:37:01 GMT
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Also note that sometimes various versions of the TT installer have failed (at least for myself personally) to put the default keys.cfg in the %DOCUMENTS%\Renegade\Client folder, and I don't believe that the auto-updater ever updates the keys.cfg file. Therefore, you'll randomly find some people that have no keys.cfg and therefore none of the shortcut keys, including the default "U" key ChatHistory bind and others.

Also, http://black-cell.net/keys.zip (courtesy of WhiteDragon) has a good default keys.cfg to use.

Subject: Re: Keys Config per map?
Posted by Xpert on Mon, 09 Jun 2014 23:50:57 GMT
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I also have mines uploaded. Probably the same.

http://www.ttp-gaming.net/forums/downloads/keys.rar

Subject: Re: Keys Config per map?
Posted by Jerad2142 on Tue, 10 Jun 2014 03:34:46 GMT
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Ethenal wrote on Mon, 09 June 2014 17:37Also note that sometimes various versions of the TT installer have failed (at least for myself personally) to put the default keys.cfg in the %DOCUMENTS%\Renegade\Client folder, and I don't believe that the auto-updater ever updates the keys.cfg file. Therefore, you'll randomly find some people that have no keys.cfg and therefore none of the shortcut keys, including the default "U" key ChatHistory bind and others.

Also, http://black-cell.net/keys.zip (courtesy of WhiteDragon) has a good default keys.cfg to use.

Well that kind of puts a hole in all my ideas

Subject: Re: Keys Config per map?
Posted by danpaul88 on Tue, 10 Jun 2014 09:26:43 GMT

It'll generally copy the default data\keys.cfg from the install directory to the documents folder location if one doesn't already exist in the documents folder. Of course, if you don't have one in the data folder either then it has nothing to copy... but that might explain why the installer looks like it doesn't add it, if it is actually putting it in the data folder (it would be added to the documents folder the first time you edited them using the ingame editor)