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Subject: Debug

Posted by [BlueThen](#) on Tue, 12 Aug 2008 03:10:59 GMT

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I found some of the stuff in input.ini interesting.

```
; MISC
P_Key_Hit=Panic
```

```
; Debug
F1_Key_Hit=VerboseHelp
F7_Key_Held=DebugRapidMove
```

```
; C&C Buy Key
B_Key_Hit=CNC
```

```
.*****
;
.**          Debug          **
;
.*****
;
```

```
[Debug_F9_Modifier]
ActivateButton=F9_Key_Held
Right_Key_Held=CameraHeadingLeft
Left_Key_Held=CameraHeadingRight
```

```
Up_Key_Held=CameraDistDec ; (gth) changed these to match the cameras.ini settings
Down_Key_Held=CameraDistInc
Keypad_8_Key_Held=CameraTransTiltInc
Keypad_2_Key_Held=CameraTransTiltDec
Keypad_7_Key_Held=CameraFOVInc
Keypad_1_Key_Held=CameraFOVDec
Keypad_9_Key_Held=CameraHeightInc
Keypad_3_Key_Held=CameraHeightDec
Keypad_Minus_Key_Held=CameraViewTiltInc
Keypad_Plus_Key_Held=CameraViewTiltDec
```

```
9_Key_Hit=ToggleSnapShotMode
```

```
Keypad_4_Key_Held=DebugFarClipOut
Keypad_6_Key_Held=DebugFarClipIn
F11_Key_Hit=QuickFullExit
1_Key_Hit=DebugSingleStep
2_Key_Hit=DebugSingleStepStep
O_Key_Hit=TogglePerformanceSampling
F5_Key_Hit=GenericDebug0
F6_Key_Hit=GenericDebug1
S_Key_Hit=ServerQuickStart
C_Key_Hit=ClientQuickStart
```

3\_Key\_Hit=MakeScreenShot  
4\_Key\_Hit=ToggleMovieCapture  
7\_Key\_Hit=IncrementDebugSwitch1  
8\_Key\_Hit=IncrementDebugSwitch2

Ofcourse, they don't work. I doubt the debug is even still coded into renegade,  
another reason why it'd be nice to have the beta!

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