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Subject: new scripts.dll feature planned for 3.0, feedback wanted

Posted by [jonwil](#) on Mon, 18 Sep 2006 07:20:32 GMT

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I am planning a dialog box for 3.0 that will basically do the same job for customizing the keys.cfg file as keycfg.exe does now but inside renegade.

Firstly, I am looking for feedback as to where in the menu system this dialog should be triggered from/how it should be triggered.

Secondly, I am looking for feedback on what the dialog should look like. It will feature a "close without saving changes" button, a "close with saving changes" button, a "add key" button, a "new key" edit box and a list box with the logical keys displayed in it. For the physical key selection, there will be an input control (the same thing used for configuring the normal renegade controls)

Suggestions on how this should look/work/whatever would be great

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Subject: Re: new scripts.dll feature planned for 3.0, feedback wanted

Posted by [nopol10](#) on Mon, 18 Sep 2006 12:26:57 GMT

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Inside renegade as in while you are playing? That would mean there has to be an extra button somewhere...

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Subject: Re: new scripts.dll feature planned for 3.0, feedback wanted

Posted by [Oblivion165](#) on Mon, 18 Sep 2006 13:40:25 GMT

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To add it to the options menu, or similar wouldnt be hard. It would just require reshacking a new command button on the form and naming the IDS\_ string name. However opening it is a nother thing. The cheats menu is unused....but still.

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Subject: Re: new scripts.dll feature planned for 3.0, feedback wanted

Posted by [R315r4z0r](#) on Tue, 19 Sep 2006 01:15:37 GMT

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you should also have something like "Disable action" or "Disable key" or something. So people don't have to edit things.

Like, say someone uses one of the keys, but you guys mapped a server command to it aswell. The player would want it changed, But have no more room left on the keyboard to move it too. What you could do is make 1 extra "key" on the side where you assign the action to the key, but make it "None"

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Ex:  
Action | Keys  
Action1 | Key 1  
Action2 | key 2  
Action3 | Key 3  
\_\_\_\_\_ | "None"

"None" being a choice to not map that action to anything.

Pretend someone was using "Key2" already, and does not want to use "Action3" They can change "Action3" to be usable on the "None" choice in the key column.

Being that their is no actual "None" key on the keyboard, that action would be impossible to preform, thus solving a problem..

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Subject: Re: new scripts.dll feature planned for 3.0, feedback wanted  
Posted by [jonwil](#) on Tue, 19 Sep 2006 05:20:35 GMT  
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The ability to select "no key" will definatly be present.

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