Subject: Binds?
Posted by IronWarrior on Tue, 24 Feb 2009 04:29:09 GMT
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Can we have binds?

Subject: Re: Binds?
Posted by Goztow on Tue, 24 Feb 2009 07:25:19 GMT
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I personally have a grundge against binds, though putting it in as standard would at least take off the advantage of people with 80 $ keyboards.

Subject: Re: Binds?
Posted by rrutk on Tue, 24 Feb 2009 12:26:15 GMT
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uhm, WTF are binds?

Subject: Re: Binds?
Posted by Genesis2001 on Tue, 24 Feb 2009 14:42:25 GMT
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rrutk wrote on Tue, 24 February 2009 05:26uhm, WTF are binds?

Subject: Re: Binds?
Posted by ErroR on Tue, 24 Feb 2009 14:49:40 GMT
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um like shortcuts i guess, u press a button and it presses other, or a combination of buttons (a chat command for example)

Subject: Re: Binds?
Posted by ChewML on Tue, 24 Feb 2009 14:51:36 GMT
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I am assuming they are talking about macros/hotkeys. Hence $80 keyboard prolly = G15.

Subject: Re: Binds?
Posted by Jamie or NuneGa on Wed, 25 Feb 2009 15:30:13 GMT
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For example pressing a certain key would refill at a pt by simulating the pressing of 'e' and '5'.

Subject: Re: Binds?
Posted by ChewML on Thu, 26 Feb 2009 01:55:25 GMT
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Nune wrote on Wed, 25 February 2009 09:30For example pressing a certain key would refill at a pt by simulating the pressing of 'e' and '5'.

Then go a step farther and add fire to it for spamming/flaming C4.

Subject: Re: Binds?
Posted by dr3w2 on Thu, 26 Feb 2009 02:39:30 GMT
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ChewML wrote on Wed, 25 February 2009 19:55Nune wrote on Wed, 25 February 2009 09:30For example pressing a certain key would refill at a pt by simulating the pressing of 'e' and '5'.

Then go a step farther and add fire to it for spamming/flaming C4.
pft. Remember when i had that ? it was epic but it was for the lazy man.

Subject: Re: Binds?
Posted by ChewML on Thu, 26 Feb 2009 03:29:58 GMT
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andr3w282 wrote on Wed, 25 February 2009 20:39ChewML wrote on Wed, 25 February 2009 19:55Nune wrote on Wed, 25 February 2009 09:30For example pressing a certain key would refill at a pt by simulating the pressing of 'e' and '5'.

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I am lazy, but I am to cheap to pay $80 for a fancy keyboard that I will prolly just spill something on.

Subject: Re: Binds?
Posted by CarrierII on Thu, 26 Feb 2009 12:40:11 GMT
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ChewML wrote on Thu, 26 February 2009 03:29andr3w282 wrote on Wed, 25 February 2009 20:39ChewML wrote on Wed, 25 February 2009 19:55Nune wrote on Wed, 25 February 2009 09:30For example pressing a certain key would refill at a pt by simulating the pressing of 'e' and '5'.

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Post of the year strikes again!

You've got a point, my hardware gets stuff on it all the time.

Subject: Re: Binds?
Posted by Jerad2142 on Thu, 26 Feb 2009 17:33:36 GMT
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CarrierII wrote on Thu, 26 February 2009 05:40ChewML wrote on Thu, 26 February 2009 03:29andr3w282 wrote on Wed, 25 February 2009 20:39ChewML wrote on Wed, 25 February 2009 19:55Nune wrote on Wed, 25 February 2009 09:30For example pressing a certain key would refill at a pt by simulating the pressing of 'e' and '5'.

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You've got a point, my hardware gets stuff on it all the time.
I've been doing a pretty good job of only having my keyboards last one year as well lately, it gets expensive...

Subject: Re: Binds?
Posted by Genesis2001 on Thu, 26 Feb 2009 17:48:58 GMT
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Sounds like an agreesive gamer

Subject: Re: Binds?
Posted by Veyrdite on Fri, 27 Feb 2009 12:16:31 GMT
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Binds simply execute a console command when a key is held down - but this would require all input actions to have console commands that execute them.
The current console only has a few uses - extras, edit_vehicle, show_fps, hud and exit. Giving each input/action a command or even allowing the execution of scripts within the console (server only) would still be a godsend.