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Subject: ChatHistory=C\_Key doesnt work anymore  
Posted by [rrutk](#) on Thu, 22 Sep 2011 15:21:58 GMT  
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ChatHistory=C\_Key

If inserted in keys.cfg it causes "renegade error".

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And how about them?

DiveForward\_Primary=W\_Key  
DiveBackward\_Primary=S\_Key  
DiveLeft\_Primary=A\_Key  
DiveRight\_Primary=D\_Key

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Subject: Re: ChatHistory=C\_Key doesnt work anymore  
Posted by [Xpert](#) on Thu, 22 Sep 2011 18:44:37 GMT  
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Mines work. But mines is set to U.

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Subject: Re: ChatHistory=C\_Key doesnt work anymore  
Posted by [Jerad2142](#) on Fri, 23 Sep 2011 00:04:30 GMT  
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rrutk wrote on Thu, 22 September 2011 09:21

DiveForward\_Primary=W\_Key  
DiveBackward\_Primary=S\_Key  
DiveLeft\_Primary=A\_Key  
DiveRight\_Primary=D\_Key

Stock Ren doesn't really make use of those, if people say building bars are a cheat I'm sure they'll say being able to roll is.

As a side note, if your position is set while rolling it really glitches out the client.

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Subject: Re: ChatHistory=C\_Key doesnt work anymore  
Posted by [jonwil](#) on Fri, 23 Sep 2011 03:21:46 GMT  
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Just tested and the chat history seems to be working fine for me.

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Subject: Re: ChatHistory=C\_Key doesnt work anymore

Posted by [rrutk](#) on Fri, 23 Sep 2011 08:26:36 GMT

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jonwil wrote on Thu, 22 September 2011 20:21 Just tested and the chat history seems to be working fine for me.

So what have you done?

Made the entry "ChatHistory=C\_Key" in keys.cfg manually ?

Edit:

Now this works. Strange. Yesterday it caused an error during startup of ren several times.

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Subject: Re: ChatHistory=C\_Key doesnt work anymore

Posted by [rrutk](#) on Fri, 23 Sep 2011 09:15:02 GMT

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Jerad Gray wrote on Thu, 22 September 2011 17:04rrutk wrote on Thu, 22 September 2011 09:21

DiveForward\_Primary=W\_Key

DiveBackward\_Primary=S\_Key

DiveLeft\_Primary=A\_Key

DiveRight\_Primary=D\_Key

Stock Ren doesn't really make use of those, if people say building bars are a cheat I'm sure they'll say being able to roll is.

As a side note, if your position is set while rolling it really glitches out the client.

so do they work in 4.0 or not?

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Subject: Re: ChatHistory=C\_Key doesnt work anymore

Posted by [iRANian](#) on Fri, 23 Sep 2011 10:59:34 GMT

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They work on 4.0, I forgot what the rolling keys ones are though.

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Subject: Re: ChatHistory=C\_Key doesnt work anymore

Posted by [StealthEye](#) on Fri, 23 Sep 2011 12:43:03 GMT

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Whenever you get a crash, please upload the corresponding crashdump file in My Documents/Renegade/Client/Debug.

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Subject: Re: ChatHistory=C\_Key doesnt work anymore

Posted by [rrutk](#) on Fri, 23 Sep 2011 12:51:17 GMT

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StealthEye wrote on Fri, 23 September 2011 05:43Whenever you get a crash, please upload the corresponding crashdump file in My Documents/Renegade/Client/Debug.

so all files in this folder will be uploaded to dev automatically?

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Subject: Re: ChatHistory=C\_Key doesnt work anymore

Posted by [StealthEye](#) on Fri, 23 Sep 2011 13:11:35 GMT

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Not automatically, unfortunately, that's why I ask you to upload it.

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Subject: Re: ChatHistory=C\_Key doesnt work anymore

Posted by [rrutk](#) on Fri, 23 Sep 2011 15:39:37 GMT

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StealthEye wrote on Fri, 23 September 2011 06:11Not automatically, unfortunately, that's why I ask you to upload it.

there we are.

by the way, the aircraft roll keys DON'T work.

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### File Attachments

1) [debug.zip](#), downloaded 229 times

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Subject: Re: ChatHistory=C\_Key doesnt work anymore

Posted by [iRANian](#) on Fri, 23 Sep 2011 16:03:44 GMT

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The SelectNoWeapon key does. I already c4'd 5 vehicles with it because the driver thought I had no C4.

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Subject: Re: ChatHistory=C\_Key doesnt work anymore

Posted by [rrutk](#) on Fri, 23 Sep 2011 16:26:28 GMT

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selectNoWeapon key ???

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Subject: Re: ChatHistory=C\_Key doesnt work anymore

Posted by [iRANian](#) on Fri, 23 Sep 2011 18:26:15 GMT

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SelectNoWeapon\_Primary=Z\_Key

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Subject: Re: ChatHistory=C\_Key doesnt work anymore

Posted by [StealthEye](#) on Fri, 23 Sep 2011 18:42:50 GMT

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rrutk wrote on Fri, 23 September 2011 17:39StealthEye wrote on Fri, 23 September 2011 06:11Not automatically, unfortunately, that's why I ask you to upload it.

there we are.Thanks; it looks like you had an empty line or some line without an = sign, and the parser disliked that. Should be quite easy to fix, so we'll fix it for the next release.

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Subject: Re: ChatHistory=C\_Key doesnt work anymore

Posted by [iRANian](#) on Fri, 23 Sep 2011 19:27:09 GMT

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Could you also fix that parser bug I reported before that causes the last key in the keys.cfg file to not be parsed if the keys.cfg doesn't end with a blank line?

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Subject: Re: ChatHistory=C\_Key doesnt work anymore

Posted by [StealthEye](#) on Sat, 24 Sep 2011 01:11:54 GMT

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Added to todo.

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Subject: Re: ChatHistory=C\_Key doesnt work anymore

Posted by [jonwil](#) on Sat, 24 Sep 2011 02:36:31 GMT

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I fixed the issue where the missing = will cause a crash.

The other one with the missing newline is difficult to fix without changing the file input code we use

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to parse keys.cfg

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Subject: Re: ChatHistory=C\_Key doesnt work anymore  
Posted by [iRANian](#) on Sat, 24 Sep 2011 08:36:08 GMT  
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Wouldn't it be possible to add a newline at the end of the file if the file doesn't end with one?

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Subject: Re: ChatHistory=C\_Key doesnt work anymore  
Posted by [rnutk](#) on Sat, 24 Sep 2011 11:50:13 GMT  
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iRANian wrote on Fri, 23 September 2011 11:26SelectNoWeapon\_Primary=Z\_Key  
seems to have no effect???

///

btw, the "Walk" (slowly) key seems to have no effect?

tested at two computers.

personally I don't rly care, because i don't need that key...

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Subject: Re: ChatHistory=C\_Key doesnt work anymore  
Posted by [Jerad2142](#) on Mon, 26 Sep 2011 20:17:37 GMT  
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rrutk wrote on Fri, 23 September 2011 03:15Jerad Gray wrote on Thu, 22 September 2011  
17:04rrutk wrote on Thu, 22 September 2011 09:21

DiveForward\_Primary=W\_Key

DiveBackward\_Primary=S\_Key

DiveLeft\_Primary=A\_Key

DiveRight\_Primary=D\_Key

Stock Ren doesn't really make use of those, if people say building bars are a cheat I'm sure they'll say being able to roll is.

As a side note, if your position is set while rolling it really glitches out the client.

so do they work in 4.0 or not?

Yes they do, you just have to update teh config.dat file in

C:\Users\USERNAME\Documents\Renegade\Client

However, I am noticing something odd instead of rolling, my char is doing the little ducks and dodges you see the ai doing in single player when you take shots at them. However, I suppose that is the way stock ren actually has always done it, and I was just playing a modded ren version that made you actually roll and stuff.

rrutk wrote on Sat, 24 September 2011 05:50iRANian wrote on Fri, 23 September 2011 11:26SelectNoWeapon\_Primary=Z\_Key

seems to have no effect???

If that is a keys.cfg key, then the server has to be running scripts that'd switch you to be holding no weapon, if the server doesn't have that code in place the key will do nothing of course.

rrutk wrote on Sat, 24 September 2011 05:50  
btw, the "Walk" (slowly) key seems to have no effect?

tested at two computers.

personally I don't rly care, because i don't need that key...  
It works fine for me, holding shift makes my char walk, maybe the line in the config.dat file is blank or something?

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Subject: Re: ChatHistory=C\_Key doesnt work anymore  
Posted by [rrutk](#) on Mon, 26 Sep 2011 20:51:26 GMT  
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you mean input01.cfg ? not config.dat...

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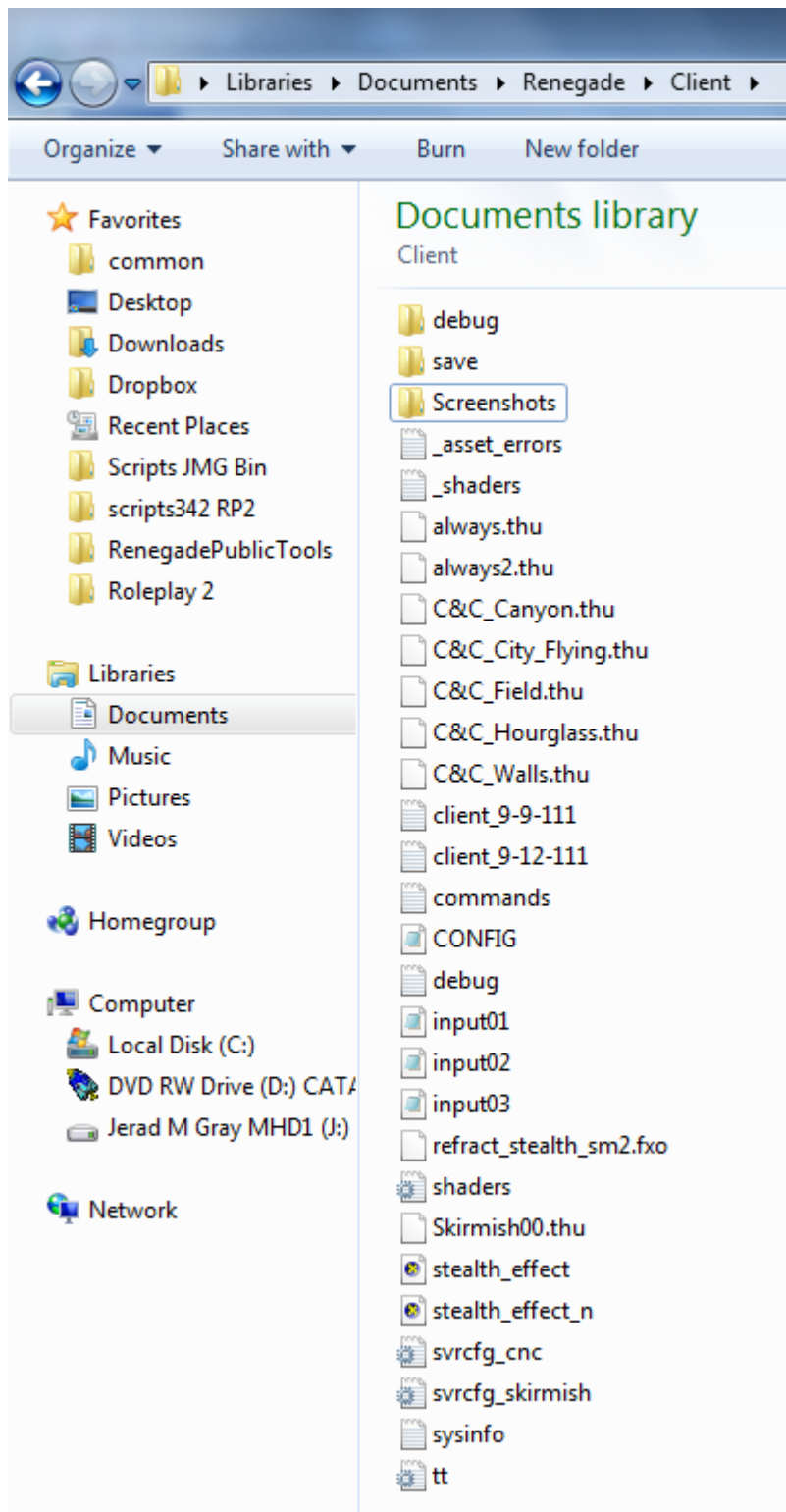
Subject: Re: ChatHistory=C\_Key doesnt work anymore  
Posted by [Jerad2142](#) on Mon, 26 Sep 2011 20:56:15 GMT  
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rrutk wrote on Mon, 26 September 2011 14:51you mean input01.cfg ? not config.dat...

Derp, yeah, I just threw them all in there sorry for the misleading answer.

### File Attachments

1) [Pic.png](#), downloaded 416 times



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Subject: Re: ChatHistory=C\_Key doesnt work anymore

Posted by [jonwil](#) on Sun, 22 Apr 2012 17:42:51 GMT

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Given how simple it is to just add a newline to the end of keys.cfg, we have decided not to try to fix the "the last line of keys.cfg is not read if it doesn't have a newline on the end" bug through code.

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