Subject: Re: Renegade Support on G15 keyboard?
Posted by dr3w2 on Fri, 11 Dec 2009 02:08:24 GMT

jnz posted a simple but lovely c++ wrapper on the g15 sdk a while back and it demo'd basic usage of it. The code was compiled inside of shaders.dll so naturally it allowed full access to everything. I meant to wrap that and the principles of jnzs ideas it into a customizable class but never got around to it. One issue i found is he was using version 2 of the g15, whereas i have version 1 so i had to play around with the font settings to make them legible.

Another way I had done it was via a proxy app that runs outside of renegade. I used a g15 .net sdk wrapper that was released and used VB.net to read renegade memory locations X times per second and then draw it on the lcd. This of course is much less of a code-"drawing" headache but gives limited access and only access to static constant memory locations like your players health and what not. Also allows you to not have to mess with your renegade at all.