Subject: custom keyboard problem using RG
Posted by Joetorp on Sun, 23 Apr 2006 06:25:11 GMT
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I use a custom arrangement with Renegade because I am left handed.
Here is what I use:
forward   kp5
Back   kp2
move left kp1
Move right kp3
turn left kp4
turn right kp6
jump   kp enter
spin   kp +
action   kp7
next weapon kp 8
reload   kp 9

When I have CP2 installed, I can't use kp5,kp2,kp1,kp3. I am stuck in place. When I use the
default configuration, it works fine

I reformatted my HD and reinstalled XP Pro (did it twice within 3 weeks), put in renegade and it
played fine. I put in RG and have the problem. Take out RG and no problem. I have no skins
installed

My patches are all up to date. RG use to work fine about 2 months ago, then 1 day this problem
happened. Any ideas?
Thanks in advance,
Joe

Subject: Re: custom keyboard problem using RG
Posted by havoc9826 on Sun, 23 Apr 2006 06:52:46 GMT
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Core Patch 2 includes a custom key shortcut utility. The keys listed in that utility take precedence
over built-in ones. By kp2, etc., I assume you mean you use the Number Pad, as it's easier for
you to use as a lefty. The problem is that duplicate entries exist for the numpad in the key utility
(defaulted to the taunts). With CP2 installed, open C:\Westwood\Renegade\keycfg.exe and find
the Taunt entries. Change them from NumPad1 thru NumPad9 to other keys that you're not
using. Also, there are a few others bound to 0, NumPadPlus/Minus/Slash/Star, so you'll probably
want to check all the entries and reconfigure those as well. I hope this helps.

Subject: Re: custom keyboard problem using RG
Posted by Goztow on Sun, 23 Apr 2006 09:41:41 GMT
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Don't tell me you formatted BEFORE coming to ask help here? This is a problem that is very common and easy to solve.

I don't understand who got the idea of putting those custom commands on btw, especially on numpad, currently used by people to move. It would have been way easier to just put them all standard off.

Subject: Re: custom keyboard problem using RG
Posted by Joetorp on Mon, 24 Apr 2006 06:40:16 GMT
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Havoc, that did the trick. I wish I knew about that before.

Goztow, I not only formatted once, but 3 times in my troubleshooting. After the 1st time it gets easier, only time wasted. I guess we could blame Jonwil, but hey, he made a substantial contribution in time to making my playing more enjoyable.

Subject: Re: custom keyboard problem using RG
Posted by Goztow on Mon, 24 Apr 2006 06:41:29 GMT
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Jonwill ain't the one who created those taunts, if he did something then it was merely putting them in core pacth (though I'm not sure he did that neather).

Subject: Re: custom keyboard problem using RG
Posted by Joetorp on Mon, 24 Apr 2006 06:50:27 GMT
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Maybe I mis-spoke, I don't know who decided to do that, I am grateful for the time that was put in on the project. I know I wasn't comfortable playing without RG. I don't know how to use the info that is in the keycfg. While I was using the default config, I found the c4 count(End key), but it didn't come up when I used a different config.
Joe

Subject: Re: custom keyboard problem using RG
Posted by Goztow on Mon, 24 Apr 2006 06:59:32 GMT
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Tbh: I just deleted all that was in the file, considering I don't need them to play and my laptop doesn't really have much spare keys. I can imagine though that it's cool towards some players.

Subject: Re: custom keyboard problem using RG
Posted by terminator 101 on Mon, 24 Apr 2006 13:45:31 GMT
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Those taunts work with laptop just fine, and they don't take up any keys because you have to press the "Fn" button in order for them to work.

Subject: Re: custom keyboard problem using RG
Posted by Goztow on Mon, 24 Apr 2006 13:53:39 GMT
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Terminator 101 wrote on Mon, 24 April 2006 09:45Those taunts work with laptop just fine, and they don't take up any keys because you have to press the "Fn" button in order for them to work.
my point is: they are useless to me.