Subject: big new engine feature added to scripts 2.1, Keyboard Hooks
Posted by Sir Kane on Wed, 26 Jan 2005 16:18:57 GMT
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First off, "keyboard hooks" are normally used in keyloggers.
So who would want something that installs "keyboard hooks"?
I can certainly say that I wouldn't want that. That's just my
opinion there.

And I have had something that's placed in the Renegade input
code (which garuanteed only worked when the input devices are
acquired, meaning it only works then the game has focus) to
check keypresses for like 3 or 4 month now. It was supposed
to be used for RenAlerts chronotank and other stuff.