

## SMALL GUIDE TO MAKING YOUR OWN DEFAULT KEYMAPS FOR THE SCA UI MOD

This is a small tutorial to teach you how to make your own keymap mod for the SCA UI MOD.

### A keymap mod, what for?

A keymap mod will allow you to have your own keymap in the default keymaps thus allowing you to keep your settings even after having to delete your preferences, reinstall the game or changing computer.

In order to add an additional keymap you have to follow the same structure as the provided example file as well as reading this small tutorial look at the example file to find out how to make this simple mod.

### The `mod_info.lua` file

---

For the `mod_info` file i suggest you use the provided `mod_info` and change only the following fields:

```
name
copyright
description
url
author
uid
version
icon
```

The following fields must stay UNCHANGED:

```
exclusive = false
selectable = true
requires = {"4f2aa25a-0247-11dc-8314-0800200c9a66"},}
ui_only = true
```

The `sca.keymap` file You need to hook the following file:

---

**Supreme Commander\mods\mykeymap\hook\mods\uimod\addons\sca.keymap**

In this `sca.keymap` file you need the following to add a new default keymap to the keymap set:

```
do
    table.insert(keymaps,'mykeymapname')
end
```

Here i added a keymap called 'mykeymapname'

After doing this you need to create a table that contains values of the following format:

{key,category,command}

Index is also accepted but not necessary. It is accepted to allow you to copy directly your current

keymap from your game.prefs file into the sca.keymap file.

A hotkey can contain 4 entries:

```
key = text
command = text
category = text
index = integer
```

You **HAVE** to specify a **key** and a **command**.

You **HAVE** to precise **category** when necessary.

The **index** entry is **not necessary**, you can forget about it.

**for example:**

```
mykeymapname = {
  {
    key = 'A',
    category = '<SCA_SHIFT_BUILD>',
    command = 'LAND FACTORY',
    index = 1
  },
  {
    key = 'Shift-A',
    category = '<SCA_SHIFT_BUILD>',
    command = 'LAND FACTORY',
    index = 2
  },
}
```

The different categories:

'<SCA\_SHIFT\_BUILD>' is necessary for a build building hotkey.

'<SCA\_SHIFT\_UNIT>' is necessary for a build unit hotkey.

'<SCA\_SHIFT>' is necessary for a hotkey intended to work both on key and Shift-key.

Categories are only used for build hotkeys and for unit orders.

**See the appendix for the different commands using categories.**

**Note:** while using these categories you still have to do both the Key entry and the shift-key entry. The '<SCA\_SHIFT' category will allow those two to appear as a single entry in the keymap list ingame.

The easiest way to set up a keymap is simply to do the keymap ingame then copy your keymap from game.prefs and put the table at the right format (the keys already being at the right format).

# Appendix

**Here is a list of the keys recognised by the mod**

KeyEquivalents = {

['9'] = 'Tab',  
['27'] = 'Esc',  
['32'] = 'Space',  
['39'] = 'Square',

['48'] = '0',  
['49'] = '1',  
['50'] = '2',  
['51'] = '3',  
['52'] = '4',  
['53'] = '5',  
['54'] = '6',  
['55'] = '7',  
['56'] = '8',  
['57'] = '9',

['65'] = 'A',  
['66'] = 'B',  
['67'] = 'C',  
['68'] = 'D',  
['69'] = 'E',  
['70'] = 'F',  
['71'] = 'G',  
['72'] = 'H',  
['73'] = 'I',  
['74'] = 'J',  
['75'] = 'K',  
['76'] = 'L',  
['77'] = 'M',  
['78'] = 'N',  
['79'] = 'O',  
['80'] = 'P',  
['81'] = 'Q',  
['82'] = 'R',  
['83'] = 'S',  
['84'] = 'T',  
['85'] = 'U',  
['86'] = 'V',

['87'] = 'W',  
['88'] = 'X',  
['89'] = 'Y',  
['90'] = 'Z',

['39'] = 'Quote',  
['44'] = 'Comma',  
['45'] = 'Minus',  
['46'] = 'Period',  
['47'] = 'Slash',  
['59'] = 'Semicolon',  
['61'] = 'Equals',  
['91'] = 'LeftBracket',  
['92'] = 'Backslash',  
['93'] = 'RightBracket',  
['126'] = 'Tilde',  
['127'] = 'Del',

['166'] = 'BrowserBack',  
['167'] = 'BrowserForward',  
['168'] = 'BrowserRefresh',  
['169'] = 'BrowserStop',  
['170'] = 'BrowserSearch',  
['171'] = 'BrowserFavorites',  
['172'] = 'BrowserHome',  
['173'] = 'VolumeMute',  
['174'] = 'VolumeDown',  
['175'] = 'VolumeUp',  
['176'] = 'MediaNextTrack',  
['177'] = 'MediaPrevTrack',  
['178'] = 'MediaStop',  
['179'] = 'MediaPlayPause',  
['180'] = 'LaunchMail',  
['181'] = 'LaunchMediaSelect',

['342'] = 'F1',  
['343'] = 'F2',  
['344'] = 'F3',  
['345'] = 'F4',  
['346'] = 'F5',  
['347'] = 'F6',  
['348'] = 'F7',  
['349'] = 'F8',  
['350'] = 'F9',  
['351'] = 'F10',  
['352'] = 'F11',  
['353'] = 'F12',

['310'] = 'Pause',  
['312'] = 'Pageup',

```
['313'] = 'Pagedown',  
['314'] = 'End',  
['315'] = 'Home',  
['324'] = 'Inser',
```

```
['316'] = 'LeftArrow',  
['317'] = 'UpArrow',  
['318'] = 'RightArrow',  
['319'] = 'DownArrow',
```

```
['326'] = 'Num0',  
['327'] = 'Num1',  
['328'] = 'Num2',  
['329'] = 'Num3',  
['330'] = 'Num4',  
['331'] = 'Num5',  
['332'] = 'Num6',  
['333'] = 'Num7',  
['334'] = 'Num8',  
['335'] = 'Num9',
```

```
['391'] = 'NumStar',  
['392'] = 'NumPlus',  
['394'] = 'NumMinus',  
['395'] = 'NumPeriod',  
['396'] = 'NumSlash',
```

```
}
```

## Here is a list of the category-command couples recognised by the mod

**Note:** for '<SCA\_SHIFT\_BUILD>LAND FACTORY' in the keymap file you will have to do  
command = 'LAND FACTORY' and  
category = '<SCA\_SHIFT\_BUILD>'

--List of all Commands

```
BuildCommands = {  
    '<SCA_SHIFT_BUILD>LAND FACTORY',  
    '<SCA_SHIFT_BUILD>AIR FACTORY',  
    '<SCA_SHIFT_BUILD>NAVAL FACTORY',  
    '<SCA_SHIFT_BUILD>MASS EXTRACTOR',  
    '<SCA_SHIFT_BUILD>MASS FABRICATOR',  
    '<SCA_SHIFT_BUILD>MASS STORAGE',  
    '<SCA_SHIFT_BUILD>POWER GENERATOR',  
    '<SCA_SHIFT_BUILD>HYDROCARBON POWERPLANT',  
    '<SCA_SHIFT_BUILD>ENERGY STORAGE',  
    '<SCA_SHIFT_BUILD>WALL',  
    '<SCA_SHIFT_BUILD>POINT DEFENSE',  
    '<SCA_SHIFT_BUILD>ANTI AIR TURRET',  
    '<SCA_SHIFT_BUILD>TORPEDO LAUNCHER',  
    '<SCA_SHIFT_BUILD>RADAR',  
    '<SCA_SHIFT_BUILD>SONAR',  
    '<SCA_SHIFT_BUILD>ARTILLERY T2',  
    '<SCA_SHIFT_BUILD>ARTILLERY T3',  
    '<SCA_SHIFT_BUILD>TACTICAL MISSILE',  
    '<SCA_SHIFT_BUILD>TACTICAL DEFENSE',  
    '<SCA_SHIFT_BUILD>MISSILE SILO',  
    '<SCA_SHIFT_BUILD>MISSILE DEFENSE',  
    '<SCA_SHIFT_BUILD>SHIELD GENERATOR',  
    '<SCA_SHIFT_BUILD>STEALTH GENERATOR',  
    '<SCA_SHIFT_BUILD>AIR STAGING FACILITY',  
    '<SCA_SHIFT_BUILD>QUANTUM GATE',  
    '<SCA_SHIFT_BUILD>EXPERIMENTAL 1',  
    '<SCA_SHIFT_BUILD>EXPERIMENTAL 2',  
    '<SCA_SHIFT_BUILD>EXPERIMENTAL 3',  
  
    '<SCA_SHIFT_UNIT>UPGRADE',  
    '<SCA_SHIFT_UNIT>ENGINEER/SUB COMMANDER',  
    '<SCA_SHIFT_UNIT>SCOUT/FRIGATE',  
    '<SCA_SHIFT_UNIT>BOT/BOMBER',  
    '<SCA_SHIFT_UNIT>TANK/GUNSHIP/DESTROYER',  
    '<SCA_SHIFT_UNIT>MOBILE ARTILLERY/BATTLESHIP',  
    '<SCA_SHIFT_UNIT>FIGHTER/MOBILE AA/AA SHIP',  
    '<SCA_SHIFT_UNIT>MOBILE MISSILE LAUNCHER/CRUISER',  
    '<SCA_SHIFT_UNIT>MOBILE SHIELD/STEALTH GENERATOR',  
    '<SCA_SHIFT_UNIT>AMPHIBIOUS TANK/TRANSPORT',  
    '<SCA_SHIFT_UNIT>TORPEDO BOMBER/SUB',  
    '<SCA_SHIFT_UNIT>CARRIER',  
}
```

```
'<SCA_SHIFT>SLOT 1',  
'<SCA_SHIFT>SLOT 2',  
'<SCA_SHIFT>SLOT 3',  
'<SCA_SHIFT>SLOT 4',  
'<SCA_SHIFT>SLOT 5',  
'<SCA_SHIFT>SLOT 6',  
'<SCA_SHIFT>SLOT 7',  
'<SCA_SHIFT>SLOT 8',  
'<SCA_SHIFT>SLOT 9',  
'<SCA_SHIFT>SLOT 10',  
'<SCA_SHIFT>SLOT 11',  
'<SCA_SHIFT>SLOT 12',  
'<SCA_SHIFT>SLOT 13',  
'<SCA_SHIFT>SLOT 14',  
'<SCA_SHIFT>SLOT 15',  
'<SCA_SHIFT>SLOT 16',  
'<SCA_SHIFT>SLOT 17',  
'<SCA_SHIFT>SLOT 18',  
'<SCA_SHIFT>SLOT 19',  
'<SCA_SHIFT>SLOT 20',  
}
```

```
GeneralCommands = {
    --mod specific commands
    'POPUP TOGGLE',
    'ZOOMPOP TOGGLE',
    'MOVE RESIZE TOGGLE',
    'GENERAL OPTIONS WINDOW',
    'KEY REMAPPING WINDOW',
    'STATISTIC WINDOW',
    'SHOW LIFE BARS',
    'CONSTRUCTION LOOP TOGGLE',

    --game commands
    '<SCA_SHIFT>ATTACK',
    '<SCA_SHIFT>MOVE',
    '<SCA_SHIFT>REPAIR',
    '<SCA_SHIFT>RECLAIM',
    '<SCA_SHIFT>PATROL',
    '<SCA_SHIFT>CAPTURE',
    '<SCA_SHIFT>STOP',
    '<SCA_SHIFT>DIVE',
    '<SCA_SHIFT>FERRY',
    '<SCA_SHIFT>GUARD',
    '<SCA_SHIFT>TRANSPORT',
    '<SCA_SHIFT>LAUNCH TACTICAL',
    '<SCA_SHIFT>OVERCHARGE',
    '<SCA_SHIFT>LAUNCH NUKE',

    'TOGGLE BUILD MODE',
    'PAUSE UNIT',
    'CHANGE FIRE MOD',
    'SUICIDE',

    'SCORE',
    'OBJECTIVES',
    'TRANSMISSIONS',
    'DIPLOMACY',
    'SHOW FPS',
    'SHOW NETWORK STATS',
    'OPTIONS',
    'HIDEUI',
    'PAUSE',
    'SCREENSHOT',
    'LIFEBARS',
    'MILITARY OVERLAY',
    'DEFENSE OVERLAY',
    'ECONOMY OVERLAY',
    'INTEL OVERLAY',
```



```
'RENAME',  
'SPLIT SCREEN',  
'UNSPLIT SCREEN',  
'SWITCH LAYOUT UP',  
'SWITCH LAYOUT DOWN',  
'CONNECTIVITY',  
  
'RECALL CAMERA POSITION',  
'SAVE CAMERA POSITION',  
'REMOVE CAMERA POSITION',  
'ZOOM IN',  
'ZOOM OUT',  
'ZOOM IN FAST',  
'ZOOM OUT FAST',  
'TRACK UNIT',  
'TRACK UNIT ON MINIMAP',  
'TRACK UNIT ON SECOND MONITOR',  
'FREE CAMERA',  
'TOGGLE WIDE VIEW',  
  
'DECREASE GAME SPEED',  
'INCREASE GAME SPEED',  
'RESET GAME SPEED',  
  
'CHAT PAGE UP',  
'CHAT PAGE DOWN',  
'CHAT LINE UP',  
'CHAT LINE DOWN',  
  
'KEY BINDINGS',  
}
```

```
SelectionCommands = {  
  
    'GROUP 1',  
    'GROUP 2',  
    'GROUP 3',  
    'GROUP 4',  
    'GROUP 5',  
    'GROUP 6',  
    'GROUP 7',  
    'GROUP 8',  
    'GROUP 9',  
    'GROUP 0',  
    'SET GROUP 1',  
    'SET GROUP 2',  
    'SET GROUP 3',  
    'SET GROUP 4',  
    'SET GROUP 5',  
    'SET GROUP 6',  
    'SET GROUP 7',  
    'SET GROUP 8',  
    'SET GROUP 9',  
    'SET GROUP 0',  
    'SELECT AIR',  
    'SELECT NAVAL',  
    'SELECT LAND',  
    'SELECT SAME TYPE',  
    'SELECT ENGINEERS',  
    'GOTO ENGINEER',  
    'SELECT IDLE ENGINEER',  
    'CYCLE ENGINEERS',  
    'VIEW COMMANDER',  
    'SELECT COMMANDER',  
    'SELECT ALL',  
    'SELECT ALL ON SCREEN',  
    'SELECT ALL ENGINEERS ON SCREEN',  
    'SELECT ALL FACTORIES ON SCREEN',  
    'SELECT NEAREST FACTORY',  
    'SELECT NEAREST LAND FACTORY',  
    'SELECT NEAREST AIR FACTORY',  
    'SELECT NEAREST NAVAL FACTORY',  
    'SELECT NEXT LAND FACTORY',  
    'SELECT NEXT AIR FACTORY',  
    'SELECT NEXT NAVAL FACTORY',  
    'SELECT SIMILAR UNITS'  
}
```