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Subject: Re: Renegade run on Apple?

Posted by [Kanezor](#) on Sat, 27 May 2006 22:42:25 GMT

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Macs fill a niche market. Just as rc22fires would be glad to bash Macs, I'd be glad to bash PCs. Let's not turn this into yet another fucking system war.

As for getting Renegade to run on a Mac -- it would require a complete rewrite of the game. You cannot just "run" a Windows-based game on a Mac. There are two very important things that prevent such a thing.

The first and foremost is that the Windows API and Mac API (that is, the source code) is different.

Secondly the architectures (that is, how instructions are turned into bits) are different. Well, only for the oldstyle PowerPC Mac anyways... the newer Intel-based Macs use the same architecture. But, just because it's the same architecture doesn't mean it'll run on the Mac OS, it means it would run on Windows installed on that Mac computer.

Requiring a complete rewrite for another operating system is what's called "porting", it's what happens to Windows games when rewritten for a Mac. In most cases, porting a game would not require "converting" the data files, if done properly. Some companies (such as Electronic Arts and Blizzard) have their own in-house porting teams. Other companies (such as Atari) rely on other companies (such as the well-known MacSoft) to do the porting for a negotiated fee.

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