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Subject: Gamepad

Posted by [~SW~Seeker](#) on Fri, 15 Aug 2003 20:11:14 GMT

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I don't know, Maybe because most games like this, and I've beta tested many, give the user the option of using a joystick or game pad and it's poor programming to not allow for one..no not poor programming ...LAZY programming. Game pads not only make the game more enjoyable but add to the game play...Anyone can use a keyboard and a mouse and its the easiest to code for.

Westwood/EA screwed the pooch when they left out allow-ability for other gamming options and they screwed the end users.

One example of poor programming; On one computer, and i've put it on several, the game gives the user an option to select a creative labs sound card, the coputer has a turtle beach sound card but it's not an option given. On another computer with a Creative labs soundcard that same option isn't available in setep. Thats poor programming. If I were you I wouldn't put up with software companies that put out crap and talk people into thinking its good when its crap. To create a game like Renegade and not include joystick\gamepad support is cheap and don't let them tell you otherwise. Westwood/EA like other software companies are testing the waters so to say to see what end users will and will not let them get away with, now all they need are mouth pieces who glorify their cheep programming and they chare top dollar for it just like companies who do much more for much less...

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