
Subject: Proxy Mines Disintegrate

Posted by [Anonymous](#) on Sat, 16 Mar 2002 02:34:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Fredrick: Sorry guys for so many post, but I felt guilty for not responing fully to the swed man.I'm from Canada, and am old, but enjoy computers and games etc equally as much as spending time with women, these new games like renegade are getting to much fun to pass on, hell enjoy your life and buy the darn thing even with all it's bugs and lag, I still can't stop playing it. I bought the game , then took it back, then re bought the thing and am not sorry, yes there may be frustration at times but it seems to out weigh my love of the unique game(aircraft in a month)!I'm not that good at the game, I blame it on lag and the no joystick gamepad support, but just built a joystick to work with wiring soldered to the guts of a old keyboard. Dang I really thought even 2 years ago that the games would be moving towards ultra high tech interfaces, man I hope they don't now remove joystick and steering wheel support for the racing games, I love my gas pedals and steering wheels for Nascar etc,and my 32 button joystick for games like UT Q3 and HalfLife. I used to use my keyboard for games when I had my first computer a Radio Shack TRS-80. heck it had a full 32 kbs of ram and no floppy disks, everything was saved on a audio cassette tape.So I'm sick of how slow technology moves at times, such as Hi Fi stereo is like 60 years old and only in the last 5 years average people started to get stereo televisions in there very own home's wow stereo. Many people for years thought because they had 2 speakers on their t.v. they had stereo, not so.Anyways hopefully in the next 20 years there will be some sort of contol unit for all the new games, and we will all look back and laugh at how we used to use a typewriter to drive veicles and shoot people with, it's so funny already. But in final ****ysis, the market is driven by consumer demand, no demand, no progress.See you all in Renegade, GG.
