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Subject: Controlers

Posted by [csskiller](#) on Sat, 25 Sep 2004 23:54:04 GMT

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Does Renegade support controllers? and if so how?

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Subject: Controlers

Posted by [Deactivated](#) on Sun, 26 Sep 2004 08:01:27 GMT

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Renegade doesn't support gamepads.

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Subject: Controlers

Posted by [Naamloos](#) on Sun, 26 Sep 2004 09:01:14 GMT

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Why would you wan't that? I think using keys is just as easy...

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Subject: Controlers

Posted by [visorneon](#) on Sun, 26 Sep 2004 09:15:39 GMT

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Controllers are still more controllable though (ie the name)

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Subject: Controlers

Posted by [Weirdo](#) on Sun, 26 Sep 2004 10:00:02 GMT

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visorneonControllers are still more controllable though (ie the name)

I'm not sure about that when it comes to FPS games. I haven't played a lot of them on the consoles, but all the 3d games I played on a console were a lot harder to handle, then with the pc.

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Subject: Controlers

Posted by [kurt421](#) on Sun, 26 Sep 2004 12:10:21 GMT

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it just depends what your used to, i find it much easier to use a game on a console then the pc.

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Subject: Controlers

Posted by [csskiller](#) on Sun, 26 Sep 2004 14:05:08 GMT

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kurt421it just depends what your used to, i find it much easier to use a game on a console then the pc.

Me too I find controlers easier because I've played alot of Playstation and Playstation 2 so I'm very used to the layout.

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Subject: Controlers

Posted by [Dave Mason](#) on Sun, 26 Sep 2004 21:03:53 GMT

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I find that PC keyboard is better because it allows more flexibility for controls.

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Subject: Controlers

Posted by [Sir Kane](#) on Mon, 27 Sep 2004 05:04:35 GMT

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The only thing Renegade supports are joysticks.

But with some simple program (and a custom interface for the controller [PS controller as example]) it would be possible to add support for a controller.

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