
Subject: Thrustmaster Rage 3D
Posted by [~SW~Seeker](#) on Fri, 15 Aug 2003 18:53:59 GMT
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Has anyone gotten a gamepad like the above mentioned pad to work with Renegade?

Subject: Thrustmaster Rage 3D
Posted by [DrasticDR](#) on Fri, 15 Aug 2003 19:16:17 GMT
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Why would you want to use a gamepad? Aiming with that would be terrible.

Subject: Thrustmaster Rage 3D
Posted by [Walrus](#) on Fri, 15 Aug 2003 19:44:45 GMT
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If I was you I would learn to use the mouse and keyboard. The transition is sometimes awkward (I make the assumption that you have never tried) but you will find that the mouse and keys are much adapt then any joypad. It will only take a few hours to learn and after that you will never go back.

Other then that I cannot help, I know nothing about getting such devices to work with this game.

Try and you will see.

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...

Subject: Thrustmaster Rage 3D
Posted by [Imdgr8one](#) on Fri, 15 Aug 2003 20:18:00 GMT
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Alright smarty pants, if you even remotely read anything about the development of renegade you'd see that EA forced Westwood to rush it, and than left us out in teh blue. Westwood was good to all their well paying customers. Show me one incident were WS screwed their fans, and I will give you a cookie.

Subject: Thrustmaster Rage 3D
Posted by [~SW~Seeker](#) on Fri, 15 Aug 2003 20:23:37 GMT
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I thought I just did..anyway I have enough snacks and don't need any from you. This isn't what I had in mind when I asked if anyone that had gotten a game pad to work. This thread is no longer worth responding to so don't bother.

Subject: Thrustmaster Rage 3D
Posted by [Imdgr8one](#) on Fri, 15 Aug 2003 20:27:19 GMT
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That wasn't WS fault.

Subject: Thrustmaster Rage 3D
Posted by [General Havoc](#) on Fri, 15 Aug 2003 20:36:18 GMT
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If it's any kind of real gamepad it will come with configuration software so you can make it work. This means it allows you to assign WASD to the analog stik or D-Pad of the controller. Also if it is DirectX compattable then it should work with renegade, my DirectX one works fine with Renegade, I don't use it in Renegade though, I use the Keyboard and a mouse like 99% of people who play Renegade.

Subject: Re: Gamepad
Posted by [maj.boredom](#) on Fri, 15 Aug 2003 20:49:23 GMT
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~SW~Seeker...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.

Keyboards and game pads are both similar input devices. The computer just has to know 2 things: what key/button is it and is it pressed or not. Do the math with us. 101 keys on a standard

that gap grows exponentially.

I used to play Duke with a game pad and got my ass kicked all the time because of the limitations. There are just not as many options on any game pad as on a keyboard. I wont go back to my game pad for that reason.

Subject: Thrustmaster Rage 3D
Posted by [K9Trooper](#) on Fri, 15 Aug 2003 21:19:55 GMT
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I have it, and got it to work with Renegade. Belive me, don't do it. I would rather use the arrows. It sucks.

Subject: Thrustmaster Rage 3D
Posted by [Gernader8](#) on Fri, 15 Aug 2003 23:35:49 GMT
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If I could use a keyboard and mouse on my gamecube, I would do it. Gamepads just suck...anyway more buttons
