Subject: Renegade run on Apple?
Posted by [vtcolin](#) on Wed, 24 May 2006 21:14:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

i want my friend to play renegade with me but he has a Powerbook g4, will it be able to run on his computer?

Subject: Re: Renegade run on Apple?
Posted by [cmatt42](#) on Thu, 25 May 2006 00:19:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

It's a PC game.

Subject: Re: Renegade run on Apple?
Posted by [trooprm02](#) on Thu, 25 May 2006 01:46:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

U can still get it to run on Macs.
They developed this thing called "boot camp" which is for the intel chipset based macs only though.

I also think it is aslong as you convert your .exe files into (i think) .mdf or w/e mac uses

---

Subject: Re: Renegade run on Apple?
Posted by [light](#) on Thu, 25 May 2006 02:46:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

Parallels? http://www.parallels.com/

Other than that I doubt it, not on a G4. macs aren't renound for gaming anyway, so I hope he wasn't expecting it.

And yes, boot camp is only on the intel-based macBook, macBook Pro and mac mini as far as I know.

Subject: Re: Renegade run on Apple?
Posted by [vtcolin](#) on Thu, 25 May 2006 03:06:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

thats a shame... thanks for your knowledge

Subject: Re: Renegade run on Apple?
Posted by trooprm02 on Thu, 25 May 2006 12:13:50 GMT
View Forum Message <> Reply to Message

I know for a fact you can, just reshearch as litte more.
Read up on a program that changes files from windows format to apple. I know they exsit. Then, like a said, get a .iso or extracted version of renegade, and convert the files

---

Subject: Re: Renegade run on Apple?
Posted by light on Fri, 26 May 2006 00:55:09 GMT
View Forum Message <> Reply to Message

trooprm02 wrote on Fri, 26 May 2006 00:13I know for a fact you can, just reshearch as litte more.
Read up on a program that changes files from windows format to apple. I know they exsit. Then, like a said, get a .iso or extracted version of renegade, and convert the files
Not that I object personally, but I'm sure copyright law would prevent such a translation.

Subject: Re: Renegade run on Apple?
Posted by rc22fires on Sat, 27 May 2006 18:49:46 GMT
View Forum Message <> Reply to Message

It is a PC game for a reason. The task you ask is obviously nearly imposible.

Converting files isn't nearly enough, there are multiple reasons why it's impossible from just converting files. But there is one that is very obvious.

The game reads what it wants, or what it is told to.
If you were going to convert some of the game files to file types of a different system and OS the game could not read those data files.

The game is programed to read files with specific names and extentions, and if you change them than the game can't find what it is looking for.
That's the case for many games.

If he wants to play Renegade he needs to buy Windows(preferably XP), I hear Windows XP runs great on Macs but I am not sure of this 100% even though I did hear it I think on the Apple website.

Oh yep and breaking copyright laws is illigal lol, don't be a moron and ever do that, anywhere, anyone.

Oh and why did he get a Mac btw? I'm just curios of why people are getting them lately. I know Apple likes to suck people in with their lies. Like about Viruses, they claim that most viruses can't attack a Mac computer because it's "protection" the Mac user gets with his Mac, but we all know its a compatability thing. Apple is confusing its consumers and I bet that almost any reason for

---

getting a Mac computer anybody could come up with, I can counter. That's also why I ask why he got it. Hope I get an answer.
If not.....................................

Edit:

Subject: Re: Renegade run on Apple?
Posted by Kanezor on Sat, 27 May 2006 22:42:25 GMT
View Forum Message <> Reply to Message

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.

Subject: Re: Renegade run on Apple?
Posted by rc22fires on Sun, 28 May 2006 22:54:49 GMT
View Forum Message <> Reply to Message

Kanezor wrote on Sat, 27 May 2006 18:42Macs 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.

Wasn't bashing Macs was bashing Apple. Hey don't mind my posts, I usually post stupid posts anyway. My medicine is to blame.

Your post is just right though, gj going tto the trouble of posting it for us.