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Subject: Re: BLACK OPS COMMENTARY (HILARIOUS LOL)

Posted by [R315r4z0r](#) on Tue, 15 Mar 2011 05:05:32 GMT

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Altzan wrote on Tue, 15 March 2011 00:03

You're saying that a mouse interface being better than a gamepad interface is a fact and not an opinion?

Why is that?

No it isn't a fact that it's better. But it is a fact that controllers aren't as precise and also do not account for as many functions as a keyboard can.

With a mouse/keyboard setup you can have more functions than you can with button layouts on a controller. It also takes a higher level of skill to aim with a mouse than with auto-aim and a joystick.

However, this does not change what I said earlier. If an FPS is made specifically for a console it therefore demands a controller for an interface. A mouse and keyboard would make the controls more precise, but they wouldn't extend the already adapted console style gameplay. This brings me back to what I was saying about multi-platform releases.

Altzan wrote on Tue, 15 March 2011 00:03 Playing a game on a console made for a console, and playing a game on a PC with a gamepad are two different things.

Mouse and keyboard allow for more precise aim, usually. But that doesn't mean PC is always better no matter what. Some games just play better with a gamepad or joystick than a mouse+keyboard layout.

If a game is multi-platform with a console and a PC, then it therefore needs to work for both those systems without anything given or taken other than graphical effects. That's why such a game's PC release is weighed down by the limitations of the accompanying console systems.

To put it another way, all the versions have to be and play the same. My point in saying this is that if they all have to play the same, those games can therefore not be better suited for a controller or a mouse/keyboard because they have to share gameplay. The most that will happen is that the console versions will get auto-aiming features.

TL;DR:

A mutli-platform FPS cannot have better gameplay with a controller because the gameplay must be shared with gameplay on the PC as well.

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