

---

Subject: Re: TES: Skyrim

Posted by [Jerad2142](#) on Fri, 09 Dec 2011 14:38:43 GMT

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

---

Dave Anderson wrote on Tue, 06 December 2011 03:43A UI and key system that is setup for consoles and PC's alike doesn't make a game a console port. PC consumers just have to learn to share the game industry.

Although in all fairness, when was the last time a truly PC only game was ported to console?

My issue with games that are designed with a console in mind is often that the controls have to be dumbed down in order to make it work with the controller... maybe consoles just need to get a keyboard instead. ;3

---