Wahttehhog News

Wahttehhog.com 1337xX0r

It's first online beta-test has laid the smackdown on sheer pwnage.

Wahttehhog.homeunix.org was online and available to 6 billion people for not but 4 hours. And then I discovered a horrific bug that led to massive heart failure. So now it is offline as it has been forever, and I don't have any idea of when it will be live again. The thumbnail picture above is blurry, but a giant full-sized image can be seen at the blogspace.

Recent Discoveries

Porting PC games to the Mac is a long, tedious, and totally boring process. Currently I have been working hard on porting the entire GTA: San Andreas to the PowerPC architecture. And let me tell you: It sucks. Reason being that most all PC games today are written to make use of Microsoft's DirectX, which allows game developers access the raw hardware of your computer, therefore speeding up your game. On Mac there isn't any DirectX, but OpenGL, which isn't yet dead, but has seen it's better days. All games being ported from a console or PC to the Mac (such as Halo) had to be totally re-written to run in the OpenGL environment. It'd take me about 6 1/2 years to port San Andreas to Mac.

-Wahttehhog Admin (Matt)

IN OTHER NEWS

The 3rd Annual "Rockets on Prisoner" Awards' manager (the "Weasel") has managed to break every deadline that they have ever announced for updates and events. Ya'll realize that the ceremony was supposed to happen, oh, maybe 4-5 weeks ago.

I have, again, stepped back into the modding world of Halo and now present my

first hexed tags' mod since being back. Some of you have seen the simple rocket mod in action, but for the lot of you who haven't, a video or image of it will hopefully be posted on the blog soon.

Pete and myself have begun work on "Some_First_Jumps 2". It will be much longer and more entertaining than the first, plus I've got around 3-4 more jumps for the video.