
Subject: Re: Introducing Tiberian Technologies!
Posted by [saberhawk](#) on Mon, 23 Jun 2008 00:41:39 GMT
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HeavyX101 wrote on Sun, 22 June 2008 19:36
Muad Dib15 wrote on Sun, 22 June 2008 20:34
Wait, I don't get it. Does widescreen support mean that your char is smaller when you are in 3rd person, and you can see more?
In my laptop, the wide screen just stretches the game, and makes havoc look really fat by the way..

It'd mean that the screen isn't stretched in widescreen (16:9 and 16:10) resolutions, and the horizontal view space is increased.
