
Subject: Re: Introducing Tiberian Technologies!
Posted by [Chronojam](#) on Mon, 23 Jun 2008 04:26:27 GMT
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luv2pb wrote on Sat, 21 June 2008 16:04The already small player base is going to get split in half.

inb4 SK shit storm.

This right here is the best way to ensure there isn't any trouble down the road.

Renardin6 wrote on Sun, 22 June 2008 19:18
Real Widescreen support. No stretched image when using 16/10 or 16/9 screen resolution.
Play windowed. Why should you be able to have a 270 degree FOV just because you have a
three monitor setup? The same reasons ("none") apply to having a 180, or 100, or anything
nonstandard.

Also this is the part where I laugh at people who kept trying to ask me why Jonwil "quit" when he's
such a prolific bastard, doing things for Renegade/APB constantly while also having helped with
C&C3 modding.
