
Subject: Re: Introducing Tiberian Technologies!
Posted by [Renardin6](#) on Mon, 23 Jun 2008 07:47:19 GMT
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Goztow wrote on Mon, 23 June 2008 01:47: At the other hand: when the characters are stretched, their bodies and heads are a bit bigger, no? So that's already an advantage, no?

sort of. But Chronojam, you can also play on 16/9 in a windowed mode... So the explanation of unfair advantage is wrong.

People with a widescreen want to enjoy the game with fullscreen experience without the "fat" aspect it gives. Now if you think we have a too big advantage, use windowed 16/9 or 16/10 mode...

So can it be done?
