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Subject: Re: Screen resolution bug

Posted by [Jerad2142](#) on Tue, 29 Jul 2014 07:51:42 GMT

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If you played Ren in 1280x1024 and then tried to play it in a wide screen resolution the FOV issues made it rather unplayable, I am impressed that you managed to get use to these issues, personally I can't stand seeing things stretch depending on how I rotate the camera lol.

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