Subject: Re: Renegade on widescreen monitors? Correct Aspect Ratio?
Posted by icedog90 on Mon, 01 Jan 2007 21:07:03 GMT
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Any game is capable of outputting widescreen resolutions, they just need to have the option available. People have figured out how to get games like Battlefield 1942 and Age of Mythology to set to resolutions like 1680x1050.