
Subject: Re: Screen Resolutions

Posted by [nopol10](#) on Mon, 30 Jun 2008 12:37:55 GMT

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Saberhawk wrote on Mon, 30 June 2008 03:38Caveman wrote on Sun, 29 June 2008
08:06Yeah...Why wouldn't it?

It "supports" it in the sense that it shows something on the screen. It actually doesn't because that something isn't the right aspect ratio and stretched...

The game itself doesn't get stretched, its the menus and backgrounds that go ugly.
