Subject: Re: Screen Resolutions
Posted by Muad Dib15 on Mon, 30 Jun 2008 15:09:32 GMT
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Caveman wrote on Mon, 30 June 2008 08:57nopol10 wrote on Mon, 30 June 2008 13:37Saberhawk 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.

I have to agree, my game looks normal..I dont notice any stretching the only time I notice any different is at the loading menu.. I don't have a loading bar just the text. Its horribly cut off.

Amen about the loading screen. It happens to me too, though I have no idea why.