
Subject: Re: Introducing Tiberian Technologies!
Posted by [jonwil](#) on Tue, 24 Jun 2008 15:22:26 GMT
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In any case, fixing widescreen is hard because we would need to figure out all the camera math (and all the math related to the fact that you can have different camera profiles at different times. Oh and the code that draws the scopes (regular and scripts.dll custom scopes) would need adjusting too.
