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Subject: Re: Introducing Tiberian Technologies!

Posted by [EvilWhiteDragon](#) on Tue, 24 Jun 2008 19:22:57 GMT

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jonwil wrote on Tue, 24 June 2008 17:22In 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.

Well, if you give as reason that it is too hard/takes too much time, than I wouldn't mind. If you say that it gives an advantage than I do mind, as there are more (allowed) things that also give an advantage.

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