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Subject: Re: Screen Resolutions

Posted by [EvilWhiteDragon](#) on Tue, 01 Jul 2008 20:11:29 GMT

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KristyGirl wrote on Tue, 01 July 2008 04:56 Let me get this straight, valve made Half Life and Half Life 2 and Epic Games made Unreal Tournament, correct?  
Correct.

Also, to the person that said that hardware doesn't count as a advantage, I must say that it is not true.

Try to run renegade at the lowest of the lowest options. Now go play Under for ex. When you drive out of your (GDI) base, there should be an arti at the other side of the field. Normally you (CLEARLY) see what way the turret is pointing, even from that distance.

But with these settings, that's not the case. It'll look like a rectangular box, with the name "Mobile Artillery" under it...

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