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Subject: Re: Dual screen

Posted by [Jonty](#) on Thu, 07 Aug 2008 15:46:11 GMT

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Canadacdn wrote on Thu, 07 August 2008 07:41: When I saw this name of this topic I thought to myself: "Renegade for the DS... That would rock!"

And when I saw it, I thought "Renegade across two screens? That would rock!"

(It actually would, with building health, stats and other crap on the second monitor, but that's undoubtedly monumentally difficult to code, and not many people would use it. Here's to the thought though!)

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