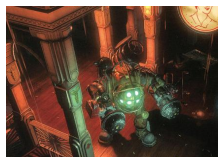


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By: Alexandru Stanescu, Editor, Gaming Reviews (Consoles)



[BioShock Hack Fixes Widescreen Bug, Doesn't Work on Windows Vista 64 Bit](#)

Waiting for a patch? Make your own!

The [Widescreen Gaming Forum](#) started it, the same people should fix it! Or at least try to... you might remember that awful [BioShock bug](#) I mentioned yesterday (how could you forget?), that caused some nasty screen clipping on the widescreen displays. It seems that Racer_S, one of the Widescreen Gaming Forum users created a hack that solves the problem. Of course, it will only be useful for the PC version of the famous BioShock title and it's still being tested by various gamers. They tried it on [Windows Vista](#) and on XP and while some of them have failed in making the hack work, others have succeeded. Keep in mind that this application doesn't work for Vista 64 bit, so you'll have to wait for the official patch or another hack. Such an achievement will surely make the Xbox 360 owners envy PC gamers, since there's no chance of creating a similar hack for Microsoft's console, at least not right now. If forum members can create such applications, why can't the game's developers release a patch and get this scandal done with? Oh, I forgot, they were on holiday, as one of the guys over at 2K stated... It's a shame that a long-awaited game like BioShock turned into a source of frustration for many gamers, but once these bugs get fixed, we'll be enjoying some peace and quiet and some quality gameplay. It has come to this it seems: big developers don't care about the gamers' complaints, so they have to make their own patches and fixes... Could this encourage piracy? I guess so, because if a gamer can mess around with the game's code, he'll figure out how to crack a certain copy protection sooner or later... We'll eventually end up creating our own games and only allowing our friends and family to play them, creating numerous small gaming companies.