
Subject: Renegade on the big screen :)

Posted by [Alkaline](#) on Sat, 15 Jan 2005 20:39:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

too bad renegade uses a forced 4:3 aspect ratio
so on 16:9 television everything looks small and fat, like crimson (joke)

anyway, maybe jonwil can go in and change this to a free aspect ratio that is based on resolution and not viewing angle, e.g. doom3, Unreal tournament, Half-life, and half-life2 use free aspect ratios that are determined based on resolution, so renegade would show up correctly
