Posted by EvilWhiteDragon on Wed, 02 Jul 2008 23:47:40 GMT
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Saberhawk wrote on Wed, 02 July 2008 20:06EvilWhiteDragon wrote on Wed, 02 July 2008 07:03Chuck Norris wrote on Wed, 02 July 2008 07:43Okay, that I was unaware of. Still, it goes for ALL games that you should have the hardware to run it properly enough. It doesn't take a supercomputer to run Renegade above the lowest graphics settings. Even the Intel integrated 865 can run it at medium-high (which means all high but particles) at acceptable framerates, though only at 800x600, so it doesn't take much. Minimum requirements get the game running and that's it. There are corners cut in order to play at the minimum and the example you gave is one.

Anyway, the point I was making is that having high-end hardware versus normal hardware isn't the same as those with a widescreen monitor getting more FOV than those with normal monitors. Faster hardware gives you smoother and prettier gameplay, not a bigger sight range.
Well, it can be, obviously.... As I just demonstrated. And yes, Renegade dodes get played on a lot of older computers, so it is not wierd to expect some people using that settings. A couple of years ago I only had a GF 2 MX, which ment that running anything above low could cause framedrops. And well, if you have your 865 integrated graphics then I am sure that if you for ex because your monitors native resolution is 1024Xsomething you will have to play on lowest, and still get some framedrops at times.

Framedrops are also a disadvantage, so perhaps we should make sure that if 1 player getsd framedrops, everyone gets them...
Also, FOV doesn't really make that much of a difference. Try it in UT if you think it does. Usually you'll either see it or not see it in both cases.

what i do wonder is how much more FOV you would get. Anything under 10 degrees do not make any real difference for sure. Above that perhaps a tiny little bit.

Let's have UT3 as an example. It defaults to 90 hfov for 4:3 displays. For 16:10 displays, it's around supposed to be around 100.38 to match the 4:3 display without stretching.

As far as I know, that doesn't give much of an advantage, and certainly not more than having a better computer overall. Even today there are enough people that get (massive) framedrops when there is a "large" seige... While I don't have much troubles with that with my 7800GTX.

Is that fair? No.

Is it tolerably unfair? Yes.