Subject: Re: **On what resolution do you play Renegade ???
Posted by Chuck Norris on Fri, 20 Nov 2009 22:26:42 GMT

R315r4z0r wrote on Thu, 19 November 2009 19:59My monitor supports 1680x1050, but I don't like the no widescreen support. The screen stretching really annoys me. So I think I lowered it to the most reasonable, imo, resolution.

I think it's 1440x900 if I'm not mistaken.

I play Renegade X in 1680x1050, however.
So you don't like widescreen display in Renegade, so you use a widescreen resolution as a fallback? That make sense... (I'm being sarcastic, and assuming you're actually doing what I'm about to describe).

If you don't like the way it looks stretched (and neither do I, can't believe so many play that way), use a 4:3 closest match. For 1680x1050, you'd want 1400x1050. For 1920x1200, you'd want 1600x1200. Afterall, these are merely wider versions of those 4:3 resolutions. You'll get Black bars on the left and right of the display, obviously, but other than running it in a 4:3 window, that's all you can do, less you have stretching. I thought 16:10 was bad enough, but some of you are playing at 16:9 resolutions (and why 16:9 monitors were ever made is beyond me, because it's stupid). Looks awful unless you have an eye that can't tell.

I run it 1600x1200 myself (when I play, which is barely anymore). I would use 2048x1536, but this game has HUD issues (namely, the health bars and text) with anything much larger. With the low resolution textures in this game, things just look muddier the higher you go too, so AA and alot of AF with a decent middle resolution is where I found this game to look best.