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Subject: Re: \*\*On what resolution do you play Renegade ???

Posted by [Chuck Norris](#) on Thu, 26 Nov 2009 22:37:13 GMT

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-Xv- wrote on Sun, 22 November 2009 08:40I have a widescreen LCD, 1680x1050, and the textures are not stretched at all ingame. It only seems stretched in SS. Weird>

Maybe it has to do with the size of the omnitor as well? (22")

Monitor size is 100% irrelevant. You might not notice it, but yes, it is stretched in your case. The game has no true widescreen support. It was made to output to a 4:3 ratio, and by using a widescreen ratio, you're just stretching the 4:3 image to physically look wide to fill the monitor, but it's not really widening the FOV or displaying a "true" widescreen image.

You probably just can't tell because most people's eyes are probably too occupied by only noticing the whole "one is fullscreen and one has black borders" difference to notice that the "fullscreen" one isn't true widescreen, but just that black border version fattened to fill the extra unused space. There is a difference between a true widescreen ratio and a 4:3 image fattened to fill a widescreen monitor, and if you don't understand such stuff, I guess it doesn't matter, but the image is being stretched in your case because that is not a 4:3 ratio resolution you're using.

To give you an example, take a screenshot at your normal 1680x1050, and then again at 1400x1050, which is the closest 4:3 ratio (in fact, 1680x1050 is just 1400x1050 wider anyway). Make the screenshot of a similar character/building/vehicle (doesn't have to be "exact" same spot though, just as close as you can). If you have to, crop them to take the attention away from the fact that one is larger. For example, if you took a screenshot of a Medium Tank, crop the tank. The 1680 width resolution will look ridiculously fattened/widened compared to how it "really" and should look like in the 4:3 (1400x1050) image.

P.S. Also, the same thing happens to 5:4 ratio resolutions (ala, 1280x1024), only, the opposite happens and things look slightly skinnier than normal, only, it's not as obvious since the ratio isn't too far off the original 4:3.

One of the changes TT is trying to do is to add "true" widescreen support to widescreen monitors, so if they do that, then you'll get the game to look how it should with no stretching, while at the same getting it to fill the whole screen (which means you'll also have a wider FOV and be able to see more to the left and right). As it stands now, the game just stretches the image. Monitor, and whether or not the end user can tell, is irrelevant. It's just a "limitation" of the game.

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