
Subject: Re: Graphic error?

Posted by [Omar007](#) on Fri, 25 Jan 2013 11:38:28 GMT

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Veyrdite wrote on Fri, 25 January 2013 02:13 Perhaps, but the problem did not exist previously. The reason it did not happen in 1.037 is because Renegade would just stretch the image over the given resolution.

For instance, with 1920*1080 you'd basically have a 4:3 image stretched to 16:9 to fit the resolution.

TT actually renders in the resolution you supply instead of stretching it to fit the screen. Hence whatever used to be outside the screen could've become visible.

Now, with 16:9 this does not happen but those wide resolutions apparently do cause problems.
