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Subject: Can you guys add support for widescreen in Renegade?

Posted by [gibberish](#) on Sat, 13 Dec 2003 19:24:25 GMT

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The simple solution is to letter box it, so that the widescreen players still have the same FOV horizontally but they lose some FOV vertically.

However I very much doubt this will happen because:

There are certain optimizations you can make when you know the resolution of the screen as a result it would probably be a sizeable project to add a new resolution. Additionally if it was a disadvantage to change to widescreen I doubt many players would use it, so again it wouldn't be worth it.

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