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

Posted by [Alkaline](#) on Sun, 14 Dec 2003 09:38:23 GMT

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Falconxllts very doubtful it would be changeable since changing the aspect ratio like that would allow you have a wider field of view than people on normal monitors, which would give you an unfair advantages over said people. Thats usually why fps don't support Widescreen.

Actually over 90% of all fps's support widescreen with widescreen aspects. Any game using the quake 1,2,3 engine will support widescreen resolutions. Any game using either the Unreal 1 or Unreal Warfare (ut 2003) support widescreen resolution as well.

go to <http://www.widescreengamingforum.com> for screens of game in widescreen.

FOV changes depending in your resolution a person running at 1600x1200 will see much more of the game space then a person running at 640x480. FOV is a view angle, not a size.

Currently, majority of the resolutions are in the 4:3 ratio, e.g. 800x600, 1024x768, 1600x1200 e.t.c. but some aren't, e.g. 1280x1024 is a 5:4 ratio resolution. Renegade has fixed aspect ratios for resolutions, so if changing the aspect dynamic is not possible, would it be possible to add a 8:5 aspect for 1440x900 resolution?

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