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

Posted by [Falconxl](#) on Sun, 14 Dec 2003 15:00:53 GMT

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Renegade's Engine is designed to handle Infantry+vehicle+Building based combat. It was the first successful engine of its kind. They left out a lot of the fancy features like Widescreen support and concentrated on actually making the engine work. Widescreen may be a nice feature but I bet more people still use 4:3 ratio monitors than use widescreen. Someone may be able to do what your looking for but more than likely it will involve cutting the top and bottom off the screen which could potentially mean no Hud.

Renegade it not the most advanced game out there I would just bear with its short commings and enjoy what it excels at.

Also 90% of all FPS it a bit of an exageration. I imagine 90% of new ones do but I got a lot of old FPS that don't support Widescreen since it wasn't around when they came out.

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