Subject: Can you guys add support for widescreen in Renegade?
Posted by Falconxl on Wed, 17 Dec 2003 01:48:19 GMT

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Alkalinefalcon you don't understand.
NO ONE adds support for widescren, non of the fps HAVE native support for it. HOWEVER, they way the work is that they DO NOT force aspect ration

Um, wouldn't aspect ratio determination be added support for widescreen? Since its a function added to the game engine by the designers. You'd figure that if they incorporate the features to allow the game to determine the aspect ratio they are anticipating use on wider or taller screens.

Renegade's engine is not the fanciest engine in the world it does what it does as best as it can. If you take into acout this was Westwoods first attempt at making a FPS/Vehicle/Building combat engine there must have been a reason for forcing the aspect ratio if its part of the game.

Ever think that maybe the engine couldn't handle it?