Subject:

brag></brag>

Posted by dilaptop on Sun, 31 Aug 2008 09:52:51 GMT

View Forum Message <> Reply to Message

I just tried Renegade in 2560 x 1600 resolution, and it was every bit as breathtaking as I thought it would be.

Subject: Re:

 /brag>

Posted by mrA£A§A·z on Sun, 31 Aug 2008 10:34:11 GMT

View Forum Message <> Reply to Message

lol nice siggy

Subject: Re:

 /brag>

Posted by Caveman on Sun, 31 Aug 2008 11:15:59 GMT

View Forum Message <> Reply to Message

djlaptop wrote on Sun, 31 August 2008 10:52I just tried Renegade in 2560 x 1600 resolution, and it was every bit as breathtaking as I thought it would be.

Well do post a screenshot or something.. No good just saying it like

Subject: Re:

 /brag>

Posted by Hex on Sun, 31 Aug 2008 11:23:24 GMT

View Forum Message <> Reply to Message

Quote:[10:48:29] [&OnOeS]: djlaptop: holy GOD... i'm running renegade in 2560 x 1600 ... AMAZING

lol ^

Subject: Re:

 /brag>

Posted by sadukar09 on Sun, 31 Aug 2008 12:28:40 GMT

View Forum Message <> Reply to Message

djlaptop wrote on Sun, 31 August 2008 04:52I just tried Renegade in 2560 x 1600 resolution, and it was every bit as breathtaking as I thought it would be.

Screen shot or it didn't happen. :3

Subject: Re:

/brag>

Posted by dilaptop on Sun, 31 Aug 2008 14:22:41 GMT

View Forum Message <> Reply to Message

lol fine...

http://xs230.xs.to/xs230/08350/screenshot01504.jpg

Subject: Re:

 /brag>

Posted by Goztow on Sun, 31 Aug 2008 14:31:57 GMT

View Forum Message <> Reply to Message

The fatness!

Subject: Re:

 /brag>

Posted by Ryu on Sun, 31 Aug 2008 14:55:27 GMT

View Forum Message <> Reply to Message

Lordeh lord!

Subject: Re:

 /brag>

Posted by Muad Dib15 on Sun, 31 Aug 2008 15:19:08 GMT

View Forum Message <> Reply to Message

wow huge

I know 4 or 5 of those people in the screenshot. You should have uploaded it and did a screenstrecher on us.

Subject: Re:

| Subject: Re:

| Sub

Posted by mrA£A§A·z on Sun, 31 Aug 2008 17:05:22 GMT

View Forum Message <> Reply to Message

OH fuck nice

Subject: Re:

 /brag>

Posted by Xylaquin on Sun, 31 Aug 2008 18:13:27 GMT

View Forum Message <> Reply to Message

what fps did you average?

Subject: Re:

 /brag>

Posted by GrimmNL on Sun, 31 Aug 2008 22:59:40 GMT

View Forum Message <> Reply to Message

BIGHEAD

Subject: Re:

 /brag>

Posted by thrash300 on Mon, 01 Sep 2008 02:53:43 GMT

View Forum Message <> Reply to Message

djlaptop wrote on Sun, 31 August 2008 04:52I just tried Renegade in 2560 x 1600 resolution, and it was every bit as breathtaking as I thought it would be.

O SHAT UP I Think.

Subject: Re:

Subject: Re:

brag></brag>

Posted by nopol10 on Mon, 01 Sep 2008 03:23:04 GMT

View Forum Message <> Reply to Message

Looks cool...and rather fat!

Subject: Re:

/brag>

Posted by nikki6ixx on Mon, 01 Sep 2008 03:32:03 GMT

View Forum Message <> Reply to Message

It does make the engineers look even 'doughier' than usual.

Subject: Re:

brag></brag>

Posted by Veyrdite on Mon, 01 Sep 2008 07:47:00 GMT

View Forum Message <> Reply to Message

nikki6ixx wrote on Mon, 01 September 2008 13:32lt does make the engineers look even 'doughier' than usual. Too many we won last match parties. Gotta love 'dem dough-nuts!

Subject: Re:

 /brag>

Posted by Starbuzzz on Mon, 01 Sep 2008 12:56:16 GMT

View Forum Message <> Reply to Message

hs all the time

View Forum Message <> Reply to Message

Not quite as high, but up there myself (and with some AA and AF, which I see no reason for yours to lack considering the serious hardware).

index.php?t=getfile&id=7340&private=0

The problem with these higher resolutions is this.

index.php?t=getfile&id=7341&private=0

Look at the health bar and building name. The names are absurdly large and make things confusing. You can shrink the names (which I did a bit) to compensate, but then it shrinks alot of other text too which makes it hard to read. I wish there was a way to make the health bars (and only the health bars, not the entire HUD) scale proportionately (for example, at 2048x1536, it'd look twice the size of at 1024x768, so it appeared the same). Renegade was made when 800x600 and 1024x768 were common, so it wasn't a problem then. It works okay at 1280 width, but around 1600x1200 (and I assume 1680x1050), it starts to become a problem, and as you go higher, it gets serious.

File Attachments

1) ScreenShot08.jpg, downloaded 532 times

Page 4 of 9 ---- Generated from

Command and Conquer: Renegade Official Forums



Page 6 of 9 ---- Generated from Command and Conquer: Renegade Official Forums



Subject: Re:

 /brag>

Posted by drunkill on Tue, 02 Sep 2008 16:34:46 GMT

View Forum Message <> Reply to Message

djlaptop wrote on Sun, 31 August 2008 19:52I just tried Renegade in 2560 x 1600 resolution, and it was every bit as breathtaking as I thought it would be.

You, get on irc more often.

Subject: Re:

 /brag>

Posted by dilaptop on Fri, 05 Sep 2008 16:10:06 GMT

View Forum Message <> Reply to Message

Xylaquin wrote on Sun, 31 August 2008 11:13what fps did you average?

Locked at 60. Actually for some reason it shows up as 61, which is impossible with my monitor.

Subject: Re:

 /brag>

Posted by Crimson on Fri, 05 Sep 2008 23:44:23 GMT

View Forum Message <> Reply to Message

I play Renegade in 1920x1200. It owns.

IRC more, dilaptop.

Subject: Re:

 /brag>

Posted by Homey on Sun, 07 Sep 2008 04:49:33 GMT

View Forum Message <> Reply to Message

Chuck Norris wrote on Tue, 02 September 2008 02:53Not quite as high, but up there myself (and with some AA and AF, which I see no reason for yours to lack considering the serious hardware).

index.php?t=getfile&id=7340&private=0

The problem with these higher resolutions is this.

index.php?t=getfile&id=7341&private=0

Look at the health bar and building name. The names are absurdly large and make things confusing. You can shrink the names (which I did a bit) to compensate, but then it shrinks alot of other text too which makes it hard to read. I wish there was a way to make the health bars (and only the health bars, not the entire HUD) scale proportionately (for example, at 2048x1536, it'd look twice the size of at 1024x768, so it appeared the same). Renegade was made when 800x600 and 1024x768 were common, so it wasn't a problem then. It works okay at 1280 width, but around

1600x1200 (and I assume 1680x1050), it starts to become a problem, and as you go higher, it gets serious.

Yeah 1680x1050 is the same crap, I've gotten used to it.

Subject: Re:

 /brag>

Posted by SSnipe on Sun, 07 Sep 2008 05:50:27 GMT

View Forum Message <> Reply to Message

sadly i can only play in 800 x 600.......

Subject: Re:

 /brag>

Posted by Veyrdite on Sun, 07 Sep 2008 06:51:07 GMT

View Forum Message <> Reply to Message

1280x1024 text at incorrect coords FTW

Subject: Re:

 /brag>

Posted by Chuck Norris on Sun, 07 Sep 2008 11:46:05 GMT

View Forum Message <> Reply to Message

dilaptop wrote on Fri, 05 September 2008 12:10Locked at 60. Actually for some reason it shows up as 61, which is impossible with my monitor. Meh, the same thing happens to me. Sometimes it'll jump to 76FPS (when I play with VSync on which locks me to 75FPS). Both the ingame counter and FRAPS do this, so I assume it's either really doing an extra refresh every here and there or it's an inaccuracy.

SSnipe wrote on Sun, 07 September 2008 01:50sadly i can only play in 800 x 600....... I hope that's due to your video card and not your monitor, because even 15 year old 15" monitors can do 1024x768 (even if it's only at 60Hz).