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Subject: Re: Renegade on widescreen monitors? Correct Aspect Ratio?

Posted by [Cpo64](#) on Thu, 25 Jan 2007 18:54:42 GMT

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I got it set so in third person, when looking level with the ground, 80% of the screen was the correct scale, but the edges stretched off, And when you looked at things at weird angles, it looked awful.

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