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Subject: Re: Screen Resolutions

Posted by [saberhawk](#) on Tue, 01 Jul 2008 00:54:28 GMT

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Chuck Norris wrote on Mon, 30 June 2008 15:54: Technically, it gets stretched in the other direction (tall-wise) on a 5:4 ratio too (ala, 1280x1024 LCDs) making things skinnier than normal instead of fatter than normal, but it's far less noticeable because the difference is smaller between 5:4 and 4:3 than it is between 8:5 (16:10) and 4:3. Renegade was made for 4:3 and will look stretched horizontally or vertically (depending on the ratio) at anything but what it was made for.

To make it look normal for widescreen, you have to increase the FOV, which in my opinion is an advantage. Comparing higher-end hardware as an advantage is not the same as increasing how much you can see around you due to having a wider monitor. Having higher hardware lets the game run faster (what can't run Renegade fast today anyway?) and prettier, but changing the way the game works to allow those with a capable monitor to see more than others/more than what is intended is unfair. I agree it must be annoying stretched, but if the only fix is to change the FOV which gives them an advantage, I don't think it's the right solution. If it stretches it enough to be that noticeable, there must be a lot of FOV that needs to be added to make it normal.

Valve certainly doesn't think so. All Source 2007 based games now have a FOV slider to allow users to set their own FOV.

Neither does Epic, they have a console variable that allows setting of the FOV also.

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