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Subject: Re: Screen Resolutions

Posted by [Chuck Norris](#) on Tue, 01 Jul 2008 01:37:08 GMT

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An option letting the user change the HFOV does not equal making the HFOV wider for widescreen resolutions.

I admit, this is a problem with no easy solution. Leave it as is and it's stretched (or you can have to play without the whole screen and it'll look correct), or increase the HFOV and it's an obvious advantage to those with widescreen monitors. Personally, I prefer the first, but I have no widescreen monitor, so I'll admit slight bias, but even if I did, I'd go with the option of running it 4:3, because even though "it's not taking up my whole monitor!", it wasn't intended to run at 16:10 but rather 4:3. By changing that, you're changing what it was designed for and it creates an imbalance. IF you're going to make true widescreen support, then at least do what they (Valve and Epic Games) did and implemented it as a choice for HFOV instead of giving users an advantage or disadvantage by locking it to be based upon something like their monitor.

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