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Subject: Re: Screen Resolutions

Posted by [saberhawk](#) on Wed, 02 Jul 2008 18:06:41 GMT

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EvilWhiteDragon wrote on Wed, 02 July 2008 07:03Chuck Norris wrote on Wed, 02 July 2008 07:43Okay, that I was unaware of. Still, it goes for ALL games that you should have the hardware to run it properly enough. It doesn't take a supercomputer to run Renegade above the lowest graphics settings. Even the Intel integrated 865 can run it at medium-high (which means all high but particles) at acceptable framerates, though only at 800x600, so it doesn't take much. Minimum requirements get the game running and that's it. There are corners cut in order to play at the minimum and the example you gave is one.

Anyway, the point I was making is that having high-end hardware versus normal hardware isn't the same as those with a widescreen monitor getting more FOV than those with normal monitors. Faster hardware gives you smoother and prettier gameplay, not a bigger sight range.

Well, it can be, obviously.... As I just demonstrated. And yes, Renegade does get played on a lot of older computers, so it is not wierd to expect some people using that settings. A couple of years ago I only had a GF 2 MX, which ment that running anything above low could cause framedrops. And well, if you have your 865 integrated graphics then I am sure that if you for ex because your monitors native resolution is 1024Xsomething you will have to play on lowest, and still get some framedrops at times.

Framedrops are also a disadvantage, so perhaps we should make sure that if 1 player getsd framedrops, everyone gets them...

Also, FOV doesn't really make that much of a difference. Try it in UT if you think it does. Usually you'll either see it or not see it in both cases.

what i do wonder is how much more FOV you would get. Anything under 10 degrees do not make any real difference for sure. Above that perhaps a tiny little bit.

Let's have UT3 as an example. It defaults to 90 hfov for 4:3 displays. For 16:10 displays, it's around supposed to be around 100.38 to match the 4:3 display without stretching.

Chuck Norris wrote on Mon, 30 June 2008 21:37An 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.

Except that most monitors stretch to fill the available area when running at lower resolutions. So it's a choice of being rendered incorrectly, or being stretched. Either choice would result in horrible

quality because I have a widescreen monitor. Much fun, eh?

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