
Subject: Re: Vista 64bit, Renegade 'DirectX 9.0' required
Posted by [danpaul88](#) on Sat, 28 Feb 2009 20:41:18 GMT

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The background is actually a physical model with fixed aspect ratio, so screens which are not 4:3 will have bits of it chopped off because they are actually rendered off the screen. As for why it used to work with the default scripts, I couldn't say. I guess some of the stuff for shaders.dll altered how it worked.

Also, you might notice some fonts and text labels look retarded and oversized, which I think is linked to the same thing. They are for me anyway.

Regarding AA, I think it tends to work best with 4x or 8x from what I recall, some of the levels can be a bit wierd.
