
Subject: Re: Screen resolution bug

Posted by [Jerad2142](#) on Wed, 06 Aug 2014 12:35:24 GMT

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anant wrote on Fri, 01 August 2014 16:09

saberhawk wrote on Mon, 28 July 2014

ALSO: The big thing to note is that these calculations happen *before* rendering (as in, they are required to see anything at all) so incorrect values won't cause the "scaling artifacts" you'd see if it was actually rendered at a different resolution and stretched after.

So what you're saying is 4.0 is how Renegade is actually supposed to be, and it has been pretty much wrong, this entire time? I guess what bothers me, is I don't want to accept this, I actually prefer the stretching because it is classic, it's an old game, and that's slightly why it's an awesome game still.

I was hoping the newest scripts wouldn't change that because even if looks better, I don't like the new settings. I think it ruins it.

I wasn't going to reply, it's just my 2cents.

Now I feel obligated to point out the obvious failure of this argument, Renegade is indeed an old game, and it wasn't built to be played on widescreen. Thus if you want to play it in its classic state you should play it on a 4:3 ratio CRT.
