## Subject: Can you guys add support for widescreen in Renegade?
Posted by Alkaline on Tue, 16 Dec 2003 01:15:28 GMT

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falcon you don't understand.
NO ONE adds support for widescren, non of the fps HAVE native support for it. HOWEVER, they way the work is that they DO NOT force aspect ration, i.e. the aspect is determined by the hieght and width of a screen. e.g. 640x480, if you divide 640 by 480 you would get a faction of 4/3, hence your aspect ratio is 4:3. similarly 1024 by 768 you get 4:3 again.

BUT, take 1280x1024, which is also a standard resolution, however, its aspect is 5:4. THIS resolution also appears squashed vertically in renegade.

The problem with renegade is that it does not determine aspect ratio by width/height, instead it forces a 4:3 ratio reagardless of the resolution. This causes many problems. Although the 4:3 resolutions show up correctly, any resolutions not using that aspect does not show up properly.

If only reneagade determined aspect by looking at the width and hieght, it would have supported widescreen without actually having to support it.

All widescreen is a differnt aspect ratio, as long as an engine does not force Aspect, but determines it , it will have widescreen, or any other kinda or aspect resolution.

Yes actually almost 95% of fps support widescreen, because they use the quake X or Unreal X, or the monilith, e.t.c. engines and all these engies determine aspect based on resolution, they do not force an aspect of all resolutions like renegade.