
Subject: Problems with resolution

Posted by [terminator 101](#) on Wed, 31 Aug 2005 00:05:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

I finally got new Notebook Computer! It is not as fast as I would want it to be, but it is still better than my old computer. Anyway, I wanted to try the best possible Video settings, and the Highest Resolution(1280x800x32). After I have set it up, the game is working fine but the loading screens are a bit too big(or maybe the correct word would be "stretched" out) and I am not able to see the progress bar and the top part of them. My Notebook has 15,4" screen and I use 1280x800x32 for desktop. Anyone knows why is it like this?

I know this is a minor problem but I still wanted to ask about it.

P.S: I have similar problem with RA1, but on my older computer with resolution 800x600. After I installed the last(latest) patch the screen during game got smaller, so black areas are showing on top and bottom part of the screen.

Subject: Re: Problems with resolution

Posted by [Renx](#) on Wed, 31 Aug 2005 00:19:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

If you put the res higher than the screens native res, everything will expand sort of outside your screen, then you have to scroll over to see the other parts of the screen.

like if you're native res is 1280*960, don't set it higher than that.

Subject: Re: Problems with resolution

Posted by [Dave Anderson](#) on Wed, 31 Aug 2005 01:45:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

The game has settings for resolution that are separate from your desktop. Most games automatically change your desktop resolution when you start it up to match the one the game uses. Run the Renegade configuration utility and change the resolution setting to something more like 1024x768 or whatever your desktop is set at. It may slow your game down but it will make it fit the screen.

Subject: Re: Problems with resolution

Posted by [Renx](#) on Wed, 31 Aug 2005 02:05:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

Quote:P.S: I have similar problem with RA1, but on my older computer with resolution 800x600. After I installed the last(latest) patch the screen during game got smaller, so black areas are showing on top and bottom part of the screen.

LCDs don't stretch the resolution to fit the whole screen like CRTs do, it just shows the actual size in the center of the screen. If it's lower than the native resolution there will be black all around it. At least I think all LCDs do that, it does on my laptop anyway. So since RA1 only goes up to 640*480, it's just going to be a box that size in the center of your screen.

Subject: Re: Problems with resolution

Posted by [terminator 101](#) on Wed, 31 Aug 2005 02:17:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

1. Why should it slow the game down?

2. deadfive you are confusing me, could you rephrase your post. I know that "game has settings for resolution that are separate from your desktop", and I changed them.

Quote:Most games automatically change your desktop resolution when you start it up to match the one the game uses

Actually I think that: Most Computers automatically change your Games resolution when you start it up to match the one the desktop uses

3. Renx When I first started my New Computer, my Resolution was 1280x800, but when I started Renegade, the resolution was set to 800x600 so I changed it to 1280x800. So what do you mean by "screens native resolution"?

One more thing: My older computer does not have LCD screen(it is desktop computer)

Subject: Re: Problems with resolution

Posted by [Kanezor](#) on Wed, 31 Aug 2005 02:25:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

Renx wrote on Tue, 30 August 2005 21:05LCDs don't stretch the resolution to fit the whole screen like CRTs do, it just shows the actual size in the center of the screen. If it's lower than the native resolution there will be black all around it. At least I think all LCDs do that, it does on my laptop anyway.

My two LCDs *do* stretch the resolutions to match their native resolutions. They are Samsung 930b, if you want them.

Terminator 101 wrote on Tue, 30 August 2005 21:17

Actually I think that: Most Computers automatically change your Games resolution when you start it up to match the one the desktop uses

3. Renx When I first started my New Computer, my Resolution was 1280x800, but when I started Renegade, the resolution was set to 800x600 so I changed it to 1280x800. So what do you mean by "screens native resolution"?

One more thing: My older computer does not have LCD screen(it is desktop computer)

No, games change the desktop resolution. That's why on Windows 98, when you force quit certain games, the resolution stays at what the game had it, and thus fucking with your icons' positions. Later operating systems are (usually) good enough to detect when a game didn't exit properly (eg, exited but forgot to reset the resolution), and then do it *for* the game. If I am not mistaken, then

this is also one of the safeguards to prevent any user-based application from making the computer BSoD.

LCDs have a "native" resolution, whereas when using that resolution, each single virtual pixel (that is, each pixel that the game thinks it has) is directly related to a single physical pixel on the screen. Non-native resolutions either require physical padding pixels or resolution conversions. This is done automatically by the computer screen, not by the game, computer, or even the graphics card. Padding is the same as the black sidebars. Conversion converts the non-native resolution to the native resolution (by, for example, doubling a virtual pixel to use two physical pixels when the resolution is smaller than native, or dropping virtual pixels when the resolution is larger).

Edit: added comment about bsod

Subject: Re: Problems with resolution
Posted by [terminator 101](#) on Wed, 31 Aug 2005 03:09:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

Whatever. Anyway I fixed this problem by setting game resolution to 1024x768. 1280x800 is just too big for Renegade(since I have wide screen Notebook), but seems to be O.K for my desktop.

Subject: Re: Problems with resolution
Posted by [Cat998](#) on Wed, 31 Aug 2005 03:16:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

Terminator 101 wrote on Wed, 31 August 2005 05:09Whatever. Anyway I fixed this problem by setting game resolution to 1024x768. 1280x800 is just too big for Renegade(since I have wide screen Notebook), but seems to be O.K for my desktop.

I'm using 1280 x 800 on my laptop pc and it works fine for me.

Except the loading screen, but I do not need the progress bar,

because I have a loading time of 1 second (thx to jonwils scripts

2.1.3). My laptop stretches the screen when I use 1024 x 768, so

I dont use it