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Subject: Renegade on widescreen monitors? Correct Aspect Ratio?

Posted by [Alkaline](#) on Mon, 01 Jan 2007 02:42:18 GMT

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Does anyone know of a way to setup renegade so that it will show up with the correct aspect ratio on widescreen monitors? Currently I can select the resolution, however, it is 4:3 stretched to 16:9 mode

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Subject: Re: Renegade on widescreen monitors? Correct Aspect Ratio?

Posted by [Cat998](#) on Mon, 01 Jan 2007 02:59:39 GMT

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I'm using 1280 x 800 resolution with my laptop and it's working fine. Except the map loading progress bar not being showed :/

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Subject: Re: Renegade on widescreen monitors? Correct Aspect Ratio?

Posted by [icedog90](#) on Mon, 01 Jan 2007 03:58:51 GMT

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You mean 16:10, unless you're trying to play Renegade on an HD LCD TV.

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Subject: Re: Renegade on widescreen monitors? Correct Aspect Ratio?

Posted by [Jonty](#) on Mon, 01 Jan 2007 09:58:00 GMT

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icedog90 wrote on Mon, 01 January 2007 03:58you're trying to play Renegade on an HD LCD TV. Ooh, how I would love to do that on our 32" TV.

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Subject: Re: Renegade on widescreen monitors? Correct Aspect Ratio?

Posted by [Renx](#) on Mon, 01 Jan 2007 12:58:13 GMT

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icedog90 wrote on Sun, 31 December 2006 23:58You mean 16:10, unless you're trying to play Renegade on an HD LCD TV.

I'm pretty sure it's 16:9, since if it was 16:10 they'd just say 8:5.

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Subject: Re: Renegade on widescreen monitors? Correct Aspect Ratio?

Posted by [Alkaline](#) on Mon, 01 Jan 2007 15:55:10 GMT

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actually yes you are right, computer lcds are 16:10, or 8:5 (I guess they have 16:10 to make sound familiar with 16:9)

But anyway, right now if you run a 8:5 resolution, the game will still render a 4:3 picture but it will be stretched to fit an 8:5 viewing pane. Hence your chars will appear short & fat. Same thing when trying to watch a non 16:9 tv show in widescreen mode, they appear short & fat.

anyone have a fix/patch for this?

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Subject: Re: Renegade on widescreen monitors? Correct Aspect Ratio?

Posted by [icedog90](#) on Mon, 01 Jan 2007 21:07:03 GMT

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Any game is capable of outputting widescreen resolutions, they just need to have the option available. People have figured out how to get games like Battlefield 1942 and Age of Mythology to set to resolutions like 1680x1050.

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Subject: Re: Renegade on widescreen monitors? Correct Aspect Ratio?

Posted by [i0ncl0ud9](#) on Tue, 02 Jan 2007 05:05:32 GMT

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I play in 1680x1050 without any problems

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Subject: Re: Renegade on widescreen monitors? Correct Aspect Ratio?

Posted by [Orango](#) on Tue, 16 Jan 2007 09:10:57 GMT

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i0ncl0ud9 wrote on Tue, 02 January 2007 00:05I play in 1680x1050 without any problems

Same.

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Subject: Re: Renegade on widescreen monitors? Correct Aspect Ratio?

Posted by [nopol10](#) on Tue, 16 Jan 2007 09:33:09 GMT

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Alkaline wrote on Mon, 01 January 2007 10:42Does anyone know of a way to setup renegade so that it will show up with the correct aspect ratio on widescreen monitors? Currently I can select the resolution, however, it is 4:3 stretched to 16:9 mode

It seems that Renegade cannot handle widescreen resolutions properly... I get the same problem. The buttons overlap the pause screen but other than that, the game runs fine.

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Subject: Re: Renegade on widescreen monitors? Correct Aspect Ratio?

Posted by [songokuk](#) on Tue, 16 Jan 2007 11:28:42 GMT

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both my laptop and home pc have wide screens. and they both work perfectly! the only issue i have is with the loading screens. the bar doesnt show. but since my 2 pc's are fast. it doesnt reli matter.

i think i used the custom settings changer 2 set my res, i think i downloaded it from a link on these forums.

Goku

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Subject: Re: Renegade on widescreen monitors? Correct Aspect Ratio?

Posted by [EvilWhiteDragon](#) on Tue, 16 Jan 2007 14:39:13 GMT

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Well the problem is not to ge the game running, its more that everything is streched I did say. Would be nice if someone could fix that.

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Subject: Re: Renegade on widescreen monitors? Correct Aspect Ratio?

Posted by [kopaka649](#) on Mon, 22 Jan 2007 23:30:30 GMT

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Unfortunately, I think Ren is locked at a 90° FOV, no luck there. I've had the same problem.

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Subject: Re: Renegade on widescreen monitors? Correct Aspect Ratio?

Posted by [Cpo64](#) on Tue, 23 Jan 2007 05:30:32 GMT

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It is possible to change the fov by editing cameras.ini, however...

You cant use it online

I haven't found a way to make it look worth while.

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Subject: Re: Renegade on widescreen monitors? Correct Aspect Ratio?

Posted by [EvilWhiteDragon](#) on Tue, 23 Jan 2007 06:21:41 GMT

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I think you can edit it elsewhere, so you dont need camaras.ini.

Ill talk about it with StealthEye to see if it's possible.

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Subject: Re: Renegade on widescreen monitors? Correct Aspect Ratio?

Posted by [agent6998](#) on Thu, 25 Jan 2007 02:02:41 GMT

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I play at the highest resolution too, but I can't see the loading bar and a few things are squeezed tight together.

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Subject: Re: Renegade on widescreen monitors? Correct Aspect Ratio?

Posted by [kopaka649](#) on Thu, 25 Jan 2007 02:23:07 GMT

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I've just tinkered with cameras.ini. It looks like increasing the FOV settings in there also scales the vertical FOV up accordingly, so you see more... but its still stretched

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Subject: Re: Renegade on widescreen monitors? Correct Aspect Ratio?

Posted by [Cpo64](#) on Thu, 25 Jan 2007 18:54:42 GMT

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I got it set so in third person, when looking level with the ground, 80% of the screen was the correct scale, but the edges stretched off, And when you looked at things at weird angles, it looked awful.

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Subject: Re: Renegade on widescreen monitors? Correct Aspect Ratio?

Posted by [Jonty](#) on Thu, 25 Jan 2007 21:13:11 GMT

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Cpo64 wrote on Thu, 25 January 2007 18:54I got it set so in third person, when looking level with the ground, 80% of the screen was the correct scale, but the edges stretched off, And when you looked at things at weird angles, it looked awful.

Yeah, my TV does that with some non-widescreen images, it makes it look awful.

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Subject: Re: Renegade on widescreen monitors? Correct Aspect Ratio?

Posted by [icedog90](#) on Thu, 25 Jan 2007 21:30:58 GMT

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All widescreen displays (16:9 or 16:10) will stretch 4:3 images. They won't magically make them wide.

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Subject: Re: Renegade on widescreen monitors? Correct Aspect Ratio?

Posted by [Cpo64](#) on Thu, 25 Jan 2007 22:00:22 GMT

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icedog90 wrote on Thu, 25 January 2007 16:30 All widescreen displays (16:9 or 16:10) will stretch 4:3 images. They won't magically make them wide.

They don't necessarily stretch them, some times they also lop off the top and bottom and just show the middle. Course this wouldn't work in Ren, as you look basically loose access to all the critical information.

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Subject: Re: Renegade on widescreen monitors? Correct Aspect Ratio?

Posted by [icedog90](#) on Thu, 25 Jan 2007 22:01:11 GMT

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By default they stretch them. Some monitors have the option to crop the image, but it's just as bad.

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Subject: Re: Renegade on widescreen monitors? Correct Aspect Ratio?

Posted by [kopaka649](#) on Sun, 28 Jan 2007 02:54:50 GMT

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4:3 images can also be pillarboxed via graphics drivers if a DVI connection is used or sometimes natively.

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