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Subject: Renegade on Linux - mouse movement restrictions

Posted by [Veyrdite](#) on Sun, 08 Nov 2009 06:55:30 GMT

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I managed to get Renegade, the 1.037 patch, CP2 and resurrection working under wine using winetricks, however I've come across a mega-annoying glitch.

The mouse movement is limited to a box the size of the game's resolution, so I can't turn away from my starting direction more than about 30° before I hit an imaginary wall of rotation. Fiddling with the 'Allow directX applications to stop mouse leaving their window' doesn't make a difference and 'Let WM to handle windows' just screws other numerable things up when turned off.

Emulating a virtual desktop just makes my cursor leave the game entirely and has the exact same problem.

The game is pretty much unplayable unless I use the cursor keys to turn around.

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