
Subject: Screen resolution bug

Posted by [anant](#) on Mon, 28 Jul 2014 21:32:18 GMT

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Hey guys, I was hoping someone could fix this for me.

When I installed 4.0 and ran the game I noticed my Renegade's display is now messed up. The right and left sides have been pushed in and the top of the display seems to be higher than the sides, giving it a landscape feel.

I have changed the wconfig to make sure everything is still the same, but this hasn't changed anything.

Also, with this display setting, it is almost impossible to adapt and play, and believe me, I have tried doing this to experience the new maps!

I tried saving the map files but because the new maps are not files to load into the DATA folder, I have to not participate in these newer maps until this is resolved. If it can be fixed I would be very thankful.

Thanks for any help.

EDIT: in-game pictures wont show the issue, ill upload a camera shot shortly.

LINK FOR PICTURES

<http://imgur.com/a/Rbs7r>

ps: The in-game picture doesn't seem like there is an issue, but the character is, well significantly taller than in 3.4.4.

MORE

This is without standing too close to the terminal, in 3.4.4. and the next picture is outside in 4.0, that is the difference, and I am unable to capture the bug properly.

<http://imgur.com/a/Yqw8R>

And here is 2 more of the body, perhaps someone can actually see the issue here.

<http://imgur.com/a/nZA1L>

Subject: Re: Screen resolution bug

Posted by [Omar007](#) on Tue, 29 Jul 2014 02:43:06 GMT

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Actually, what you're seeing in 3.4.4 is wrong. In 3.4.4 everything is stretched whereas in 4.X the game is actually displayed proportionally correct.

This is why the menus have black bars; the menus are created for 4:3 aspect ratios. Where 3.4.4 would just stretch the whole thing to fit, 4.X fills while maintaining the correct aspect ratio. This means black bars will be added left and right for 16:9 or 16:10 resolutions.

This also applies to ingame. 3.4.4 renders the game at a 4:3 aspect ratio and stretches that to fill the screen. 4.0 renders the game at the proper aspect ratio so no stretching occurs.

If you want to see this in action, play 3.4.4 on a 4:3 resolution and 4.X on a 16:9 or 16:10 resolution. The object sizes/shapes should be the same when you compare those.

I have no internal knowledge of the Renegade rendering code but I'm 99% sure it is something like this. TT please correct me if I'm way off

Subject: Re: Screen resolution bug

Posted by [saberhawk](#) on Tue, 29 Jul 2014 04:18:09 GMT

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Omar007 wrote on Mon, 28 July 2014 19:43 Actually, what you're seeing in 3.4.4 is wrong. In 3.4.4 everything is stretched whereas in 4.X the game is actually displayed proportionally correct.

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Yeah, pretty much that. The ingame camera never actually set the aspect ratio to anything other than "800/600" so the horizontal FOV (which depends on the vertical FOV and aspect ratio) was incorrectly calculated. Since fixing that, I've also fixed it so that the vertical FOV is calculated instead of the horizontal one. Without that, ultra-widescreen displays (like 48:9) are rather unplayable.

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.

Subject: Re: Screen resolution bug
Posted by [Jerad2142](#) on Tue, 29 Jul 2014 07:51:42 GMT
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If you played Ren in 1280x1024 and then tried to play it in a wide screen resolution the FOV issues made it rather unplayable, I am impressed that you managed to get use to these issues, personally I can't stand seeing things stretch depending on how I rotate the camera lol.

Subject: Re: Screen resolution bug
Posted by [Ethenal](#) on Tue, 29 Jul 2014 14:20:01 GMT
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Yeah I remember that when I switched to 4.0, it totally wrecked my setup because I played in 800x600 (shitty comp) on a 1680x1050 monitor and it had MASSIVE black bars when I started it up... after that I used windowed mode for many months to compensate for that, but now I have a computer that's got more power than a toaster so I just play in max resolution.

Subject: Re: Screen resolution bug
Posted by [ehhh](#) on Tue, 29 Jul 2014 20:40:25 GMT
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when i reinstalled like 2 months ago, i now get blackbars when it loading a map :<

Subject: Re: Screen resolution bug
Posted by [anant](#) on Fri, 01 Aug 2014 22:09:18 GMT
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saberhawk wrote on Mon, 28 July 2014 21:18
The ingame camera never actually set the aspect ratio to anything other than "800/600" so... I've also fixed it so that the vertical FOV is calculated instead of the horizontal one. Without that, ultra-widescreen displays (like 48:9) are rather unplayable.

Unplayable only with 4.0?
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, its just my 2cents.

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

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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.

Subject: Re: Screen resolution bug
Posted by [danpaul88](#) on Wed, 06 Aug 2014 13:44:51 GMT
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Or just use a 4:3 resolution in windowed mode...

Subject: Re: Screen resolution bug
Posted by [Ethenal](#) on Wed, 06 Aug 2014 19:01:55 GMT
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Like I said, I ran windowed mode for many months...