
Subject: 4K Resolution

Posted by [SSnipe](#) on Fri, 27 Nov 2015 19:17:03 GMT

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Any fix for running renegade on a 4K screen? I have to turn my laptop res down to 1600x1200 in order for it to run but with a 4k screen it looks crappy. Anything above this crashes so is there any fix for this or possible thing to add in future scripts versions?

Subject: Re: 4K Resolution

Posted by [PGS-PC](#) on Mon, 30 Nov 2015 17:15:23 GMT

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Hi,

It's a problem with the fonts you need to edit STYLEMGR.INI

Theses settings work for me.

Quote:

[Font Names]

FONT_TITLE=Regatta Condensed LET, 24, 0

FONT_LG_CONTROLS=Arial MT, 12, 1

FONT_CONTROLS=Arial MT, 8, 1

FONT_LISTS=Arial MT, 8, 0

FONT_TOOLTIPS=Arial MT, 8, 0

FONT_MENU=Regatta Condensed LET, 24, 0

FONT_SM_MENU=Regatta Condensed LET, 20, 0

FONT_HEADER=Arial MT, 9, 1

FONT_BIG_HEADER=Arial MT, 12, 1

FONT_CREDITS=Arial MT, 10, 0

FONT_CREDITS_BOLD=Arial MT, 10, 1

FONT_INGAME_TXT=Arial MT, 7, 0

FONT_INGAME_BIG_TXT=Arial MT, 16, 0

FONT_INGAME_SUBTITLE_TXT=Arial MT, 14, 0

FONT_INGAME_HEADER_TXT=Arial MT, 9, 1

Subject: Re: 4K Resolution

Posted by [SSnipe](#) on Thu, 10 Dec 2015 22:24:29 GMT

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PGS-PC wrote on Mon, 30 November 2015 10:15Hi,

It's a problem with the fonts you need to edit STYLEMGR.INI

Theses settings work for me.

Quote:

[Font Names]

```
FONT_TITLE=Regatta Condensed LET, 24, 0
FONT_LG_CONTROLS=Arial MT, 12, 1
FONT_CONTROLS=Arial MT, 8, 1
FONT_LISTS=Arial MT, 8, 0
FONT_TOOLTIPS=Arial MT, 8, 0
FONT_MENU=Regatta Condensed LET, 24, 0
FONT_SM_MENU=Regatta Condensed LET, 20, 0
FONT_HEADER=Arial MT, 9, 1
FONT_BIG_HEADER=Arial MT, 12, 1
FONT_CREDITS=Arial MT, 10, 0
FONT_CREDITS_BOLD=Arial MT, 10, 1
```

```
FONT_INGAME_TXT=Arial MT, 7, 0
FONT_INGAME_BIG_TXT=Arial MT, 16, 0
FONT_INGAME_SUBTITLE_TXT=Arial MT, 14, 0
FONT_INGAME_HEADER_TXT=Arial MT, 9, 1
```

few things fixed but still a lot of huge text from the menu, fonts, ingame ,etc

Subject: Re: 4K Resolution

Posted by [jonwil](#) on Sat, 12 Dec 2015 11:39:16 GMT

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I talked to Saberhawk (the guy who wrote a lot of the graphics code we have) and he basically said that "HUD and everything is broken in 4k and wont get fixed" (i.e. Renegade will NEVER work correctly in such high resolutions)

Best option is windowed mode (like I do)

Subject: Re: 4K Resolution

Posted by [SSnipe](#) on Sat, 12 Dec 2015 21:20:40 GMT

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jonwil wrote on Sat, 12 December 2015 04:39I talked to Saberhawk (the guy who wrote a lot of the graphics code we have) and he basically said that "HUD and everything is broken in 4k and wont get fixed" (i.e. Renegade will NEVER work correctly in such high resolutions)

Best option is windowed mode (like I do)

thanks for the response !

Subject: Re: 4K Resolution
Posted by [Jerad2142](#) on Mon, 23 Jan 2017 02:52:26 GMT
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This is fixed in 4.3 RC3

Subject: Re: 4K Resolution
Posted by [dblaney1](#) on Mon, 23 Jan 2017 03:29:02 GMT
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It no longer will crash in 4k as of 4.3 rc3. However parts of the hud are still gonna be very small.

Subject: Re: 4K Resolution
Posted by [Gen_Blacky](#) on Mon, 23 Jan 2017 06:24:52 GMT
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oh really

Subject: Re: 4K Resolution
Posted by [iRANian](#) on Wed, 25 Jan 2017 15:18:28 GMT
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And what happens if you use a custom HUD? Can you modify a custom hud to work with 4k?

Subject: Re: 4K Resolution
Posted by [saberhawk](#) on Thu, 26 Jan 2017 00:00:20 GMT
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iRANian wrote on Wed, 25 January 2017 07:18And what happens if you use a custom HUD? Can you modify a custom hud to work with 4k?

The crash is usually in font code when trying to prepare huge characters for rendering the menu. Avoid large text and it won't crash.

Subject: Re: 4K Resolution

Posted by [dblancey1](#) on Thu, 26 Jan 2017 00:40:13 GMT

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saberhawk wrote on Wed, 25 January 2017 17:00iRANian wrote on Wed, 25 January 2017 07:18And what happens if you use a custom HUD? Can you modify a custom hud to work with 4k?

The crash is usually in font code when trying to prepare huge characters for rendering the menu. Avoid large text and it won't crash.

The Custom HUD should work most likely now that the DPI issue is fixed. Before it was double resizing fonts for both resolution and DPI so every font would end up huge on 4k. Now its only scaling them once like it should.
