SlikRik wrote on Sat, 28 June 2008 13:34My desktop res is 1920x1200 (16:10 widescreen). But I play games in smaller res's just for the fps since nothing but a rapage gfx card can game in 1920x1200, even for old games.Huh? My video card plays Renegade, and even Tiberium Wars, maxed out at a 2048x1536 resolution and with 4x AA (2x AA for Tiberium Wars) and, in the case of Renegade, 16xAF (I see no difference in Tiberium Wars with AF on or off). I'd consider an 8800GT good, but not "rapage".

As for me, I switch between 1400x1050 and 1600x1200 for desktop use. For games, it depends. If I can use it, I'll opt for 2048x1536 or 1600x1200. If it's a newer or more demanding game, sometimes I'll use 1400x1050 or 1280x960. I don't think I go lower than that for games unless it's a certain exception.

By the way, I know it's impossible to do it right due to the limitless possibilities of resolutions, but you really did miss alot of resolutions. You skipped everything in the middle. I'd do it this way.

800x600 (4:3)
1024x768 (4:3)
1152x864 (4:3)
1280x960 (4:3)
1280x1024 (5:4)
1280x720, 1280x768, 1280x800 (widescreen)
1400x900 (widescreen)
1400x1050 (4:3)
1680x1050 (widescreen)
1600x1200 (4:3)
1920x1200 (widescreen)
2048x1536 (4:3)

With the many different widescreen ratios and multiple monitor setups, that doesn't even account for all, but I'd consider that list having most of the standards, and even some of the less common.

Oh, and for those who have an LCD (widescreen or not), if you play at fullscreen in ANY resolution but your native (maximum), it will interpolate and look like a stretched mess.