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 , its 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.