Subject: Can you guys add support for widescreen in Renegade?
Posted by Alkaline on Sat, 13 Dec 2003 07:14:39 GMT
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Is there anyway you can add widescreen support? currently the game will accept a widescreen resolution, but will render the game using a fix aspect (4:3). I was wondering if you could look inside the executeable and change the fixed aspect to one that is dynamic. e.g. divides width/height. This would be much appreciated. Thanks. I need a 1440x900 8:5 aspect resoultion and currently although renegade supports selecting that resoulution the aspect remains at 4:3 and the game shows up squashed ...

I figure that Dante could probably figure this out or maybe ACK as they know the renegade engine really well. IT would really help us widescreen peoples.