Subject: **On what resolution do you play Renegade ???
Posted by RoCk2Star on Thu, 19 Nov 2009 16:42:25 GMT
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I play on 1280 1024, does resolution make somehow game easier when its lower(stupid question)?

Subject: Re: **On what resolution do you play Renegade ???
Posted by Omar007 on Thu, 19 Nov 2009 17:07:03 GMT
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I play at 1920*1080 and i never noticed any difference in gameplay.
Although it has no widescreen support therefor everything is stretched a bit xD

Subject: Re: **On what resolution do you play Renegade ???
Posted by ErroR on Thu, 19 Nov 2009 17:08:42 GMT
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1024x768 played with 640x480 other than that for some little time, was terrible

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Subject: Re: **On what resolution do you play Renegade ???
Posted by zunnie on Thu, 19 Nov 2009 17:59:09 GMT
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1680x1050

Subject: Re: **On what resolution do you play Renegade ???
Posted by RMCool13 on Thu, 19 Nov 2009 18:15:31 GMT
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1900x1200

Subject: Re: **On what resolution do you play Renegade ???
Posted by nikki6ixx on Thu, 19 Nov 2009 18:16:12 GMT
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640x480

Subject: Re: **On what resolution do you play Renegade ???
Posted by renalpha on Thu, 19 Nov 2009 18:24:38 GMT
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zunnie wrote on Thu, 19 November 2009 18:591680x1050
me 2

Lenovo FTW

Subject: Re: **On what resolution do you play Renegade ???
Posted by cmatt42 on Thu, 19 Nov 2009 18:30:07 GMT
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1440*900

Subject: Re: **On what resolution do you play Renegade ???
Posted by LeeumDee on Thu, 19 Nov 2009 19:04:42 GMT
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renalpha wrote on Thu, 19 November 2009 18:24zunnie wrote on Thu, 19 November 2009 18:591680x1050
me 2

me 3

Subject: Re: **On what resolution do you play Renegade ???
Posted by Tupolev TU-95 Bear on Thu, 19 Nov 2009 20:38:07 GMT
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800x600 ren

Subject: Re: **On what resolution do you play Renegade ???
Posted by Hex on Thu, 19 Nov 2009 21:22:20 GMT
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1440x900 (laptop) 1920x1080 (pc)

Subject: Re: **On what resolution do you play Renegade ???
Posted by slosha on Thu, 19 Nov 2009 21:28:53 GMT

1280x800

Subject: Re: **On what resolution do you play Renegade ???
Posted by Spyder on Thu, 19 Nov 2009 22:08:18 GMT

I CAN play at a 1920x1200 resolution. But I always play in 1280x720 windowed mode, cause Messenger tends to crash Renegade if it's running fullscreen.

Subject: Re: **On what resolution do you play Renegade ???
Posted by Altzan on Thu, 19 Nov 2009 22:36:43 GMT

1024x768 here.

Subject: Re: **On what resolution do you play Renegade ???
Posted by Lone0001 on Fri, 20 Nov 2009 00:33:04 GMT

Most of the time 1024x768 but sometimes 1600x900 or 1280x800.

Subject: Re: **On what resolution do you play Renegade ???
Posted by R315r4z0r on Fri, 20 Nov 2009 00:59:24 GMT

My monitor supports 1680x1050, but I don't like the no widescreen support. The screen stretching really annoys me. So I think I lowered it to the most reasonable, imo, resolution.

I think it's 1440x900 if I'm not mistaken.

I play Renegade X in 1680x1050, however.

Subject: Re: **On what resolution do you play Renegade ???
Posted by luv2pb on Fri, 20 Nov 2009 03:24:53 GMT

zunnie wrote on Thu, 19 November 2009 11:591680x1050

Subject: Re: **On what resolution do you play Renegade ???
Posted by Kimb on Fri, 20 Nov 2009 09:24:23 GMT
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Omar007 wrote on Thu, 19 November 2009 11:07I play at 1920*1080

Subject: Re: **On what resolution do you play Renegade ???
Posted by Omar007 on Fri, 20 Nov 2009 10:30:24 GMT
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cmatt42 wrote on Thu, 19 November 2009 19:301440*900
At my laptop

Subject: Re: **On what resolution do you play Renegade ???
Posted by danpaul88 on Fri, 20 Nov 2009 11:34:14 GMT
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1680*1050

Subject: Re: **On what resolution do you play Renegade ???
Posted by EvilWhiteDragon on Fri, 20 Nov 2009 14:54:26 GMT
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Main PC: 1920*1200
Laptop: 1280*800

Subject: Re: **On what resolution do you play Renegade ???
Posted by Chuck Norris on Fri, 20 Nov 2009 22:26:42 GMT
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R315r4z0r wrote on Thu, 19 November 2009 19:59My monitor supports 1680x1050, but I don't like the no widescreen support. The screen stretching really annoys me. So I think I lowered it to the most reasonable, imo, resolution.

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So you don't like widescreen display in Renegade, so you use a widescreen resolution as a fallback? That make sense... (I'm being sarcastic, and assuming you're actually doing what I'm about to describe).

If you don't like the way it looks stretched (and neither do I, can't believe so many play that way), use a 4:3 closest match. For 1680x1050, you'd want 1400x1050. For 1920x1200, you'd want 1600x1200. Afterall, these are merely wider versions of those 4:3 resolutions. You'll get Black bars on the left and right of the display, obviously, but other than running it in a 4:3 window, that's all you can do, less you have stretching. I thought 16:10 was bad enough, but some of you are playing at 16:9 resolutions (and why 16:9 monitors were ever made is beyond me, because it's stupid). Looks awful unless you have an eye that can't tell.

I run it 1600x1200 myself (when I play, which is barely anymore). I would use 2048x1536, but this game has HUD issues (namely, the health bars and text) with anything much larger. With the low resolution textures in this game, things just look muddier the higher you go too, so AA and alot of AF with a decent middle resolution is where I found this game to look best.

Subject: Re: **On what resolution do you play Renegade ???
Posted by Homey on Sat, 21 Nov 2009 07:56:24 GMT
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800X600

Subject: Re: **On what resolution do you play Renegade ???
Posted by Goztow on Sat, 21 Nov 2009 08:54:42 GMT
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Homey wrote on Sat, 21 November 2009 08:56800X600
Same, but probably not for a long time anymore .

Subject: Re: **On what resolution do you play Renegade ???
Posted by R315r4z0r on Sat, 21 Nov 2009 16:49:14 GMT
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@ Chuck:

That's basically what I'm doing.

Because I have a wide screen monitor, the game looks stretched if I don't set it to a wide screen resolution. But since the game doesn't really support wide screen, I have to opt to use the resolution that best fits proportionally.

Subject: Re: **On what resolution do you play Renegade ???
Posted by liquidv2 on Sat, 21 Nov 2009 19:01:04 GMT
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old school 800x600 like homey and goliath

Subject: Re: **On what resolution do you play Renegade ???
Posted by Homey on Sat, 21 Nov 2009 19:04:23 GMT
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liquidv2 wrote on Sat, 21 November 2009 14:01old school 800x600 like homey and goliath
Best res evar.

Subject: Re: **On what resolution do you play Renegade ???
Posted by Tupolev TU-95 Bear on Sat, 21 Nov 2009 19:17:44 GMT
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Homey wrote on Sat, 21 November 2009 19:04liquidv2 wrote on Sat, 21 November 2009 14:01old school 800x600 like homey and goliath
Best res evar.
yeahh rock on 800x600

Subject: Re: **On what resolution do you play Renegade ???
Posted by -Xv- on Sun, 22 Nov 2009 13:40:43 GMT
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Chuck Norris wrote on Fri, 20 November 2009 17:26R315r4z0r wrote on Thu, 19 November 2009 19:59My monitor supports 1680x1050, but I don't like the no widescreen support. The screen stretching really annoys me. So I think I lowered it to the most reasonable, imo, resolution.

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I have a widescreen LCD, 1680x1050, and the textures are not stretched at all ingame. It only seems stretched in SS. Weird>
Maybe it has to do with the size of the omnitor as well? (22")

Subject: Re: **On what resolution do you play Renegade ???
Posted by IAmFenix on Sun, 22 Nov 2009 18:46:32 GMT
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1024x768
my widescreen monitor has a 4:3 ratio shrinking feature, so I get some black bars to the side but it works great for no stretch =)

Subject: Re: **On what resolution do you play Renegade ???
Posted by Chuck Norris on Thu, 26 Nov 2009 22:37:13 GMT
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-Xv- wrote on Sun, 22 November 2009 08:40I have a widescreen LCD, 1680x1050, and the textures are not stretched at all ingame. It only seems stretched in SS. Weird>
Maybe it has to do with the size of the omnitor as well? (22")
Monitor size is 100% irrelevant. You might not notice it, but yes, it is stretched in your case. The game has no true widescreen support. It was made to output to a 4:3 ratio, and by using a widescreen ratio, you're just stretching the 4:3 image to physically look wide to fill the monitor, but it's not really widening the FOV or displaying a "true" widescreen image.

You probably just can't tell because most people's eyes are probably too occupied by only noticing the whole "one is fullscreen and one has black borders" difference to notice that the "fullscreen" one isn't true widescreen, but just that black border version fattened to fill the extra unused space. There is a difference between a true widescreen ratio and a 4:3 image fattened to fill a widescreen monitor, and if you don't understand such stuff, I guess it doesn't matter, but the image is being stretched in your case because that is not a 4:3 ratio resolution you're using.

To give you an example, take a screenshot at your normal 1680x1050, and then again at 1400x1050, which is the closest 4:3 ratio (in fact, 1680x1050 is just 1400x1050 wider anyway). Make the screenshot of a similar character/building/vehicle (doesn't have to be "exact" same spot though, just as close as you can). If you have to, crop them to take the attention away from the fact that one is larger. For example, if you took a screenshot of a Medium Tank, crop the tank. The 1680 width resolution will look ridiculously fattened/widened compared to how it "really" and should look like in the 4:3 (1400x1050) image.

P.S. Also, the same thing happens to 5:4 ratio resolutions (ala, 1280x1024), only, the opposite happens and things look slightly skinnier than normal, only, it's not as obvious since the ratio isn't too far off the original 4:3.

One of the changes TT is trying to do is to add "true" widescreen support to widescreen monitors, so if they do that, then you'll get the game to look how it should with no stretching, while at the same getting it to fill the whole screen (which means you'll also have a wider FOV and be able to see more to the left and right). As it stands now, the game just stretches the image. Monitor, and whether or not the end user can tell, is irrelevant. It's just a "limitation" of the game.