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.

Subject: Can you guys add support for widescreen in Renegade?
Posted by NHJ BV on Sat, 13 Dec 2003 08:37:53 GMT
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I suppose those values are hard-coded and difficult to change...

Subject: Can you guys add support for widescreen in Renegade?
Posted by Falconxl on Sat, 13 Dec 2003 12:52:36 GMT
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Its very doubtful it would be changeable since changing the apsect ratio like that would allow you have a wider field of view than people on normal monitors, which would give you an unfair advantages over said people. Thats usually why fps don't support Widescreen.

Subject: Can you guys add support for widescreen in Renegade?
Posted by gibberish on Sat, 13 Dec 2003 19:24:25 GMT
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The simple solution is to letter box it, so that the widescreen players still have the same FOV horizonatally but they lose some FOV vertically.

However I very much doubt this will happen because:

There are certain optimization you can make when you know the resolution of the screen as a result it would probably be a sizeable project to add a new resolution. Additionally if it was a disadvantage to change to widescreen I doubt many players would use it, so again it wouldn't be worth it.

Subject: Can you guys add support for widescreen in Renegade?
Posted by Alkaline on Sun, 14 Dec 2003 09:38:23 GMT
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FalconxlIts very doubtful it would be changeable since changing the apsect ratio like that would allow you have a wider field of view than people on normal monitors, which would give you an unfair advantages over said people. Thats usually why fps don't support Widescreen.

Actually over 90% of all fps's support widescreen with widescreen aspects. Any game using the quake 1,2,3 engien will support widescreen resolutions. Any game using either the Unreal 1 or Unreal Warfare (ut 2003) support widescreen resolution as well.

go to http://www.widescreengamingforum.com for screens of game in widescreen.
FOV changes depending in your resolution a person running at 1600x1200 will see much more of the game space then a person running at 640x480. FOV is a view angle, not a size.

Currently, majority of the resoultion are in the 4:3 ratio, e.g. 800x600, 1024x768, 1600x1200 e.t.c. but some aren't, e.g. 1280x1024 is a 5:4 ratio resolution. Renegade has fixed aspect ratios for resolutions, so if changing the aspecto dynamic is not possible, would it be possible to add a 8:5 aspect for 1440x900 resolution?

Subject: Can you guys add support for widescreen in Renegade?
Posted by Falconxl on Sun, 14 Dec 2003 15:00:53 GMT
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Renegade's Engine is designed to handle Infantry+vehicle+Building based combat. It was the first successful engine of its kind. They left out a lot of the fancy features like Widescreen support and concentrated on actually making the engine work. Widescreen may be a nice feature but I bet more people still use 4:3 ratio monitors than use widescreen. Someone may be able to do what your looking for but more than likely it will involve cutting the top and bottom off the screen which could potentially mean no Hud.

Renegade it not the most advanced game out there I would just bear with its short commings and enjoy what it excels at.

Also 90% of all FPS it a bit of an exageration. I imagine 90% of new ones do but I got a lot of old FPS that don't support Widescreen since it wasn't around when they came out.

Subject: Can you guys add support for widescreen in Renegade?
Posted by Alkaline on Tue, 16 Dec 2003 01:15:28 GMT
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falcon you don't understand.
NO ONE adds support for widescren, non of the fps HAVE native support for it. HOWEVER, they way the work is that they DO NOT force aspect ration, i.e. the aspect is determined by the hieght and width of a screen. e.g. 640x480, if you divide 640 by 480 you would get a faction of 4/3,

hence your aspect ratio is 4:3. similarly 1024 by 768 you get 4:3 again.

BUT, take 1280x1024, which is also a standard resolution, however, its aspect is 5:4. THIS resolution also appears squashed vertically in renegade.

The problem with renegade is that it does not determine aspect ratio by width/height, instead it forces a 4:3 ratio reagardless of the resolution. This causes many problems. Although the 4:3 resolutions show up correctly, any resolutions not using that aspect does not show up properly.

If only reneagade determined aspect by looking at the width and hieght, it would have supported widescreen without actually having to support it.

All widescreen is a differnt aspect ratio, as long as an engine does not force Aspect, but determines it , it will have widescreen, or any other kinda or aspect resolution.

Yes actually almost 95% of fps support widescreen, because they use the quake X or Unreal X, or the monilith, e.t.c. engines and all these engies determine aspect based on resolution, they do not force an aspect of all resolutions like renegade.

Subject: Can you guys add support for widescreen in Renegade?
Posted by Vitaminous on Tue, 16 Dec 2003 12:03:51 GMT
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I can play Renegade on my TVs.

Well, only the ones with a special "G-Plug" or something.

It's cool, but the text is un-readable and the colors X2 more flashy.

Subject: Can you guys add support for widescreen in Renegade?
Posted by kopaka649 on Wed, 17 Dec 2003 00:57:06 GMT
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i can play ony my tv too, my vid card has svideo out

My monitor's native resolution is 1280*1024, not a 4:3 aspect ratio but there isn't any noticeble difference when i render at 1024*768

Anyway, ren would be cool in widescreen, maybe someone could patch on support for that but it would probably require a lot of work

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Subject: Can you guys add support for widescreen in Renegade?
Posted by Creed3020 on Wed, 17 Dec 2003 01:30:03 GMT

I have played Ren on my TV through an S video out post but it looked like crap. The resolution was 1024*768 on a 32" TV just didn't cut it...

Subject: Can you guys add support for widescreen in Renegade?
Posted by Falconxl on Wed, 17 Dec 2003 01:48:19 GMT

Alkalinefalcon you don't understand.
NO ONE adds support for widescren, non of the fps HAVE native support for it. HOWEVER, they way the work is that they DO NOT force aspect ration

Um, wouldn't aspect ratio determination be added support for widescreen? Since its a function added to the game engine by the designers. You'd figure that if they incorporate the features to allow the game to determine the aspect ratio they are anticipating use on wider or taller screens.

Renegade's engine is not the fanciest engine in the world it does what it does as best as it can. If you take into acout this was Westwoods first attempt at making a FPS/Vehicle/Building combat engine there must have been a reason for forcing the aspect ratio if its part of the game.

Ever think that maybe the engine couldn't handle it?