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Subject: Re: Renegade on widescreen monitors? Correct Aspect Ratio?

Posted by [Alkaline](#) on Mon, 01 Jan 2007 15:55:10 GMT

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actually yes you are right, computer lcds are 16:10, or 8:5 (I guess they have 16:10 to make sound familiar with 16:9)

But anyway, right now if you run a 8:5 resolution, the game will still render a 4:3 picture but it will be stretched to fit an 8:5 viewing pane. Hence your chars will appear short & fat. Same thing when trying to watch a non 16:9 tv show in widescreen mode, they appear short & fat.

anyone have a fix/patch for this?

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