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Subject: Re: <brag></brag>

Posted by [Chuck Norris](#) on Tue, 02 Sep 2008 06:53:28 GMT

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Not quite as high, but up there myself (and with some AA and AF, which I see no reason for yours to lack considering the serious hardware).

[index.php?t=getfile&id=7340&private=0](#)

The problem with these higher resolutions is this.

[index.php?t=getfile&id=7341&private=0](#)

Look at the health bar and building name. The names are absurdly large and make things confusing. You can shrink the names (which I did a bit) to compensate, but then it shrinks alot of other text too which makes it hard to read. I wish there was a way to make the health bars (and only the health bars, not the entire HUD) scale proportionately (for example, at 2048x1536, it'd look twice the size of at 1024x768, so it appeared the same). Renegade was made when 800x600 and 1024x768 were common, so it wasn't a problem then. It works okay at 1280 width, but around 1600x1200 (and I assume 1680x1050), it starts to become a problem, and as you go higher, it gets serious.

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### File Attachments

1) [ScreenShot08.jpg](#), downloaded 594 times

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Unit ready.

frost9: Enemy spotted!

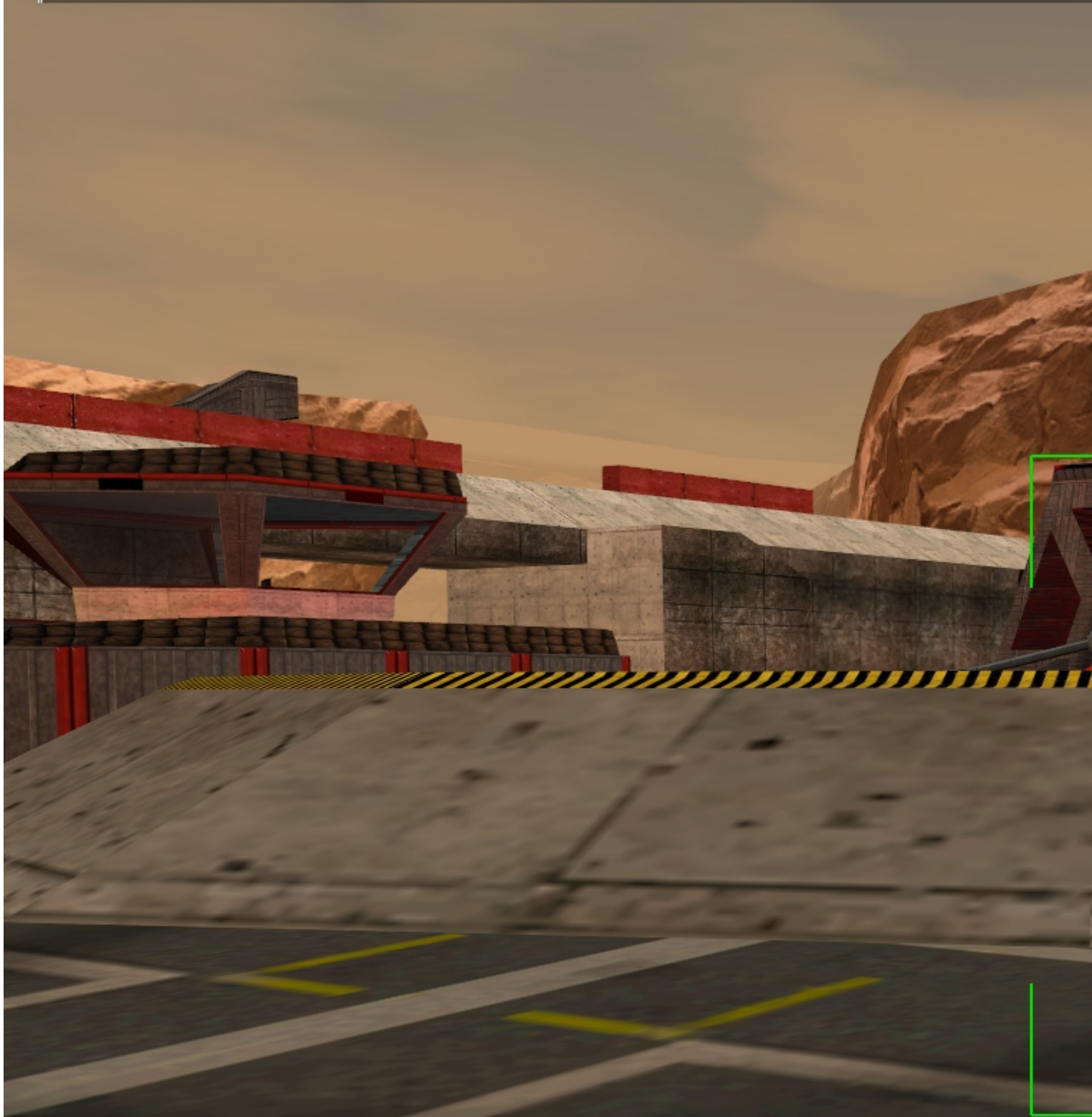
frost9: Enemy spotted!

SilverDwn killed bave

H3llian07: Destroy it now!

Houston: Affirmative

Houston: Affirmative



2) [ScreenShot12.jpg](#), downloaded 601 times

