
Subject: <brag></brag>

Posted by [djlaptop](#) on Sun, 31 Aug 2008 09:52:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

I just tried Renegade in 2560 x 1600 resolution, and it was every bit as breathtaking as I thought it would be.

Subject: Re: <brag></brag>

Posted by [mrÄ&A§Ä-z](#) on Sun, 31 Aug 2008 10:34:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

lol nice siggy

Subject: Re: <brag></brag>

Posted by [Caveman](#) on Sun, 31 Aug 2008 11:15:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

djlaptop wrote on Sun, 31 August 2008 10:52| just tried Renegade in 2560 x 1600 resolution, and it was every bit as breathtaking as I thought it would be.

Well do post a screenshot or something.. No good just saying it like

Subject: Re: <brag></brag>

Posted by [Hex](#) on Sun, 31 Aug 2008 11:23:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

Quote:[10:48:29] [&OnOeS]: djlaptop: holy GOD... i'm running renegade in 2560 x 1600 ... AMAZING

lol ^

Subject: Re: <brag></brag>

Posted by [sadukar09](#) on Sun, 31 Aug 2008 12:28:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

djlaptop wrote on Sun, 31 August 2008 04:52| just tried Renegade in 2560 x 1600 resolution, and it was every bit as breathtaking as I thought it would be.

Screen shot or it didn't happen. :3

Subject: Re: <brag></brag>

Posted by [djlaptop](#) on Sun, 31 Aug 2008 14:22:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

lol fine...

<http://xs230.xs.to/xs230/08350/screenshot01504.jpg>

Subject: Re: <brag></brag>

Posted by [Goztow](#) on Sun, 31 Aug 2008 14:31:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

The fatness!

Subject: Re: <brag></brag>

Posted by [Ryu](#) on Sun, 31 Aug 2008 14:55:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

Lordeh lord!

Subject: Re: <brag></brag>

Posted by [Muad Dib15](#) on Sun, 31 Aug 2008 15:19:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

wow huge

I know 4 or 5 of those people in the screenshot. You should have uploaded it and did a screenstrecher on us.

Subject: Re: <brag></brag>

Posted by [mr£Ä\\$Ä-z](#) on Sun, 31 Aug 2008 17:05:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

OH fuck nice

Subject: Re: <brag></brag>

Posted by [Xylaquin](#) on Sun, 31 Aug 2008 18:13:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

what fps did you average?

Subject: Re: <brag></brag>
Posted by [GrimmNL](#) on Sun, 31 Aug 2008 22:59:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

BIGHEAD

Subject: Re: <brag></brag>
Posted by [thrash300](#) on Mon, 01 Sep 2008 02:53:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

djlaptop wrote on Sun, 31 August 2008 04:52I just tried Renegade in 2560 x 1600 resolution, and it was every bit as breathtaking as I thought it would be.
O SHAT UP I Think.

Subject: Re: <brag></brag>
Posted by [nopol10](#) on Mon, 01 Sep 2008 03:23:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

Looks cool...and rather fat!

Subject: Re: <brag></brag>
Posted by [nikki6ixx](#) on Mon, 01 Sep 2008 03:32:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

It does make the engineers look even 'doughier' than usual.

Subject: Re: <brag></brag>
Posted by [Veyrdite](#) on Mon, 01 Sep 2008 07:47:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

nikki6ixx wrote on Mon, 01 September 2008 13:32It does make the engineers look even 'doughier' than usual. Too many we won last match parties. Gotta love 'dem dough-nuts!

Subject: Re: <brag></brag>
Posted by [Starbuzz](#) on Mon, 01 Sep 2008 12:56:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

hs all the time

Subject: Re: <brag></brag>

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

[View Forum Message](#) <> [Reply to Message](#)

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 a lot 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.

File Attachments

1) [ScreenShot08.jpg](#), downloaded 863 times

Unit ready.

frost9: Enemy spotted!

frost9: Enemy spotted!

SilverDwn killed bave

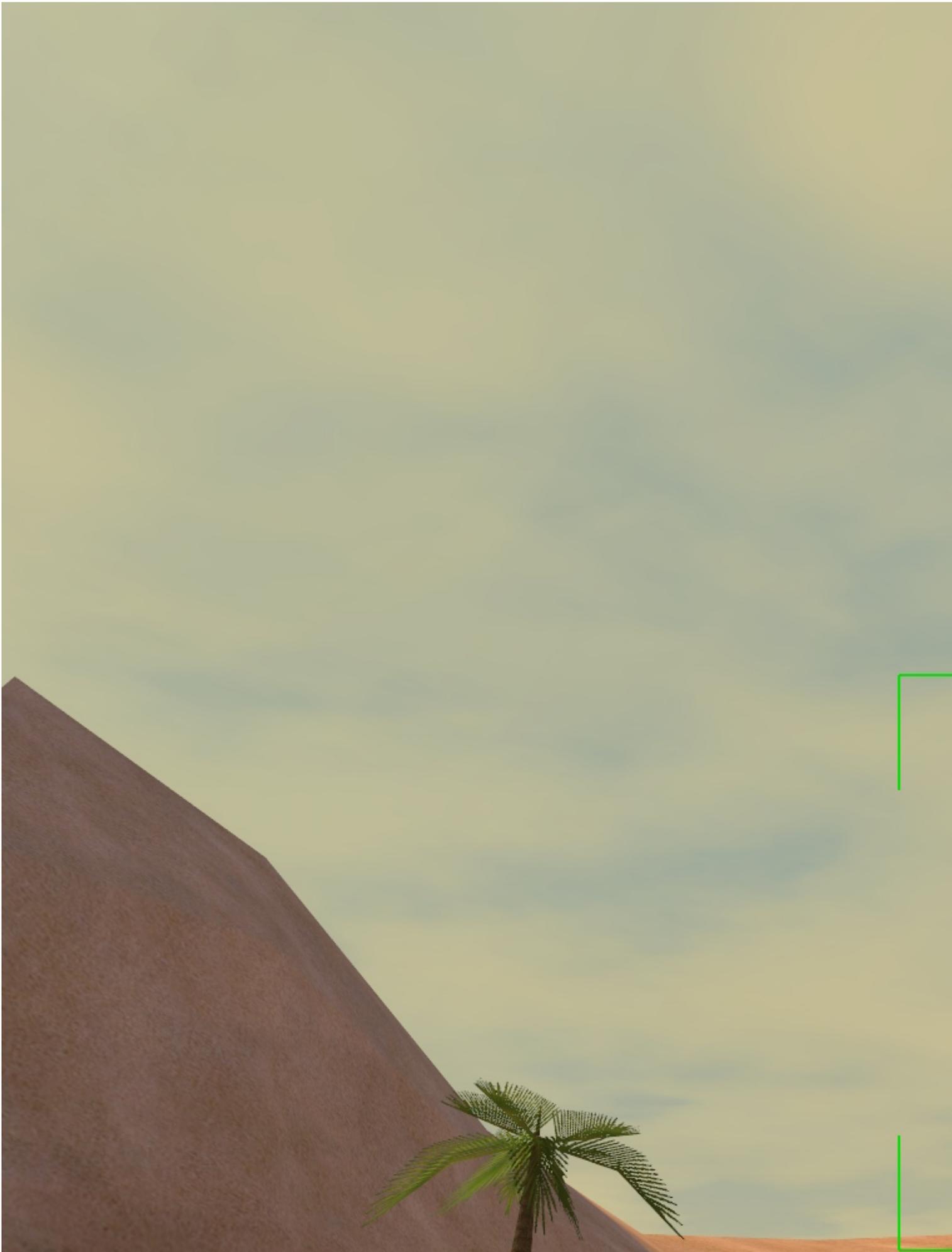
H3llian07: Destroy it now!

Houston: Affirmative

Houston: Affirmative



2) [ScreenShot12.jpg](#), downloaded 858 times



Subject: Re: <brag></brag>

Posted by [drunkill](#) on Tue, 02 Sep 2008 16:34:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

djlaptop wrote on Sun, 31 August 2008 19:52l just tried Renegade in 2560 x 1600 resolution, and it was every bit as breathtaking as I thought it would be.

You, get on irc more often.

Subject: Re: <brag></brag>

Posted by [djlaptop](#) on Fri, 05 Sep 2008 16:10:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

Xylaquin wrote on Sun, 31 August 2008 11:13what fps did you average?

Locked at 60. Actually for some reason it shows up as 61, which is impossible with my monitor.

Subject: Re: <brag></brag>

Posted by [Crimson](#) on Fri, 05 Sep 2008 23:44:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

I play Renegade in 1920x1200. It owns.

IRC more, djlaptop.

Subject: Re: <brag></brag>

Posted by [Homey](#) on Sun, 07 Sep 2008 04:49:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

Chuck Norris wrote on Tue, 02 September 2008 02:53Not 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.

Yeah 1680x1050 is the same crap, I've gotten used to it.

Subject: Re: <brag></brag>

Posted by [_SSnipe_](#) on Sun, 07 Sep 2008 05:50:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

sadly i can only play in 800 x 600.....

Subject: Re: <brag></brag>

Posted by [Veyrdite](#) on Sun, 07 Sep 2008 06:51:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

1280x1024 text at incorrect coords FTW

Subject: Re: <brag></brag>

Posted by [Chuck Norris](#) on Sun, 07 Sep 2008 11:46:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

djlaptop wrote on Fri, 05 September 2008 12:10 Locked at 60. Actually for some reason it shows up as 61, which is impossible with my monitor. Meh, the same thing happens to me. Sometimes it'll jump to 76FPS (when I play with VSync on which locks me to 75FPS). Both the ingame counter and FRAPS do this, so I assume it's either really doing an extra refresh every here and there or it's an inaccuracy.

SSnipe wrote on Sun, 07 September 2008 01:50 sadly i can only play in 800 x 600.....

I hope that's due to your video card and not your monitor, because even 15 year old 15" monitors can do 1024x768 (even if it's only at 60Hz).
