

ET @ Widescreen

Edit these lines.

```
seta r_mode "x"
```

Set this to -1.

```
seta r_customwidth "xxxx"
```

```
seta r_customheight "xxx"
```

Set this to your favorite widescreen resolution.

```
seta cg_fov "90"
```

Set this according to your preference. According to the FOV calc, you should use [100.39](#) for 16:10 resolutions, and [106.27](#) for 16:9 resolutions.

==Screen change==

This game is Hor+, dependant on your cg_fov settings.



1024x768, cg_fov "90"



1280x800, cg_fov "100.39"

Supported resolutions

Confirmed: 1280x720, 1280x768, 1280x800

Unconfirmed: 1440x900, 1680x1050, 1920x1080, 1920x1200

Aspect ratio support

The game's aspect ratio automatically matches your resolution. But the wider your aspect ratio, the higher cg_fov needs to be to maintain hor +.



1280x720, cg_fov "106.27"



1280x800, cg_fov "100.39"



1280x480, cg_fov "130"

Example: 24" 16:9

```
seta r_customaspect "1"  
seta r_displayrefresh "60"  
seta r_mode "-1"  
seta r_customwidth "1920"  
seta r_customheight "1080"  
seta cg_fov "106.27"
```

Quelle: WSGF