

## Emulator - Emulator Issues #2500

### Code Review Request - Widescreen Hack Tweak

04/01/2010 07:20 PM - Billiard26

<b>Status:</b> Fixed	<b>% Done:</b> 0%
<b>Priority:</b> Normal	
<b>Assignee:</b>	
<b>Category:</b> GFX	
<b>Target version:</b>	
<b>Operating system:</b> N/A	<b>Relates to performance:</b> No
<b>Issue type:</b> Feature request	<b>Easy:</b> No
<b>Milestone:</b>	<b>Relates to maintainability:</b> No
<b>Regression:</b> No	<b>Regression start:</b>
<b>Relates to usability:</b> Yes	<b>Fixed in:</b>
<b>Description</b>	
<p>Purpose of code changes on this branch: Tweak the "Widescreen Hack":</p> <ul style="list-style-type: none"><li>- Hack longer assumes the game is running at 4:3 and the user has a display of 16:9</li><li>- Attempt to adjust the aspect ratio From either 16:9 or 4:3 ( depending on value of <code>g_VideoInitialize.bAutoAspects16_9</code> )</li><li>- Attempt to adjust the aspect ratio To what the user has chosen in the "Aspect Ratio" combobox.</li></ul> <p>[ Aspect Ratio combobox ] :</p> <ul style="list-style-type: none"><li>- If "Auto" is chosen, the hack will have NO effect in any game.</li><li>- If "Force 16:9" is chosen and a 4:3 game is running, the hack will adjust from 4:3 to 16:9 (Hor+).</li><li>- If "Force 16:9" is chosen and a 16:9 game is running, the hack will have NO effect.</li><li>- If "Force 4:3" is chosen and a 16:9 game is running, the hack will adjust from 16:9 to 4:3 (Vert+).</li><li>- If "Force 4:3" is chosen and a 4:3 game is running, the hack will have NO effect.</li><li>- If "Stretch" is chosen, the hack will adjust from the games aspect ratio ( either 16:9 or 4:3 ) to the aspect ratio of the user's chosen fullscreen resolution. ( using Hor+ or Vert+ ) ( this allows playing of games on 16:10 or 5:4 displays without a fat or skinny 3d image )</li></ul> <p>After all, this is a "HACK". It should allow "Hacking" to any aspect ratio the user wants. Not just 16:9.</p> <p>When reviewing my code changes, please focus on: I don't really care for the method I used to get the fullscreen resolution: <code>sscanf(g_Config.cFSResolution, "%dx%d", &amp;w_fs, &amp;h_fs);</code> I couldn't find a better/correct method. Maybe someone else can fix that.</p> <p>Perhaps the entire "UpdateAspectRatioHack" function shouldn't be in "VertexShaderManager.cpp". Maybe someone knows where it does belong.</p> <p>Patch Download: <a href="http://billiard.us.to/share/Dolphin/aspect_ratio_tweak.patch">http://billiard.us.to/share/Dolphin/aspect_ratio_tweak.patch</a></p>	

#### History

#1 - 04/02/2010 12:19 AM - kevinx0404

do you have a compiled build to test? Seems interesting. i've been waiting for 16:10

resolution without being stretched for a while.

**#2 - 04/02/2010 12:33 AM - Billiard26**

Sure, here's some compiled gfx plugins with the patch.

<http://billiard.us.to/share/Dolphin/PluginsGFXx64.7z>

<http://billiard.us.to/share/Dolphin/PluginsGFXx86.7z>

**#3 - 04/02/2010 02:17 AM - kevinx0404**

when using stretch, it stretches the image for 16:10 monitors, ie skinny.

**#4 - 04/02/2010 02:33 AM - Billiard26**

You have the widescreen hack box checked?

**#5 - 04/02/2010 01:53 PM - kevinx0404**

yes.

**#6 - 04/02/2010 05:02 PM - Billiard26**

What is your fullscreen resolution set to?

**#7 - 04/02/2010 05:18 PM - kevinx0404**

I set fullscreen to 1680\*1050. Stretch=stretched image. stretched with widescreen hack=no difference from stretch.

**#8 - 04/02/2010 06:16 PM - Billiard26**

Odd, what about setting it to force 4:3?

**#9 - 04/02/2010 07:22 PM - kevinx0404**

okay, I'm using dx9, force 4:3 wii setting 4:3 and widescreen hack on. With it on or off, it makes no difference.

**#10 - 04/02/2010 09:06 PM - Billiard26**

With the wii set to 16:9 and widescreen hack on with force 16:9, it should have no effect also.

Changing it to stretch and going fullscreen should make the image not appear skinny or fat.

If you could go on irc and we could talk about what you are seeing that would be cool.

**#11 - 04/02/2010 09:41 PM - kevinx0404**

that'll have to wait to tomorrow. Sorry. I'll try to post pictures some other time.

**#12 - 04/04/2010 11:50 PM - Billiard26**

- Status changed from New to Fixed

I fixed my code and committed it. :P