
Call Of Duty: United Offensive in widescreen

Posted by kaTana - 2008/01/12 14:15

Hi all,

As we may be organising the odd COD:UO night, I thought it might be worth posting the following instructions how to view this game in widescreen as there are no native resolutions in the menu. This assumes that you have already updated to version 1.51. This will work for Cod:UO multiplayer only. The same can be used for Cod and SP, but you need to edit the corresponding config file.

Here goes...

Find and edit the following config file with notepad.

C:\Program Files\Call of Duty\uo\uoconfig_mp.cfg

All of the following commands need to be amended, or if they don't exist, added. From recollection all but r_displayrefresh already exist in the config file. Obviously only 16:9 or 16:10 needs to be done, depending on your screen.

For a 16:9 Aspect Ratio Resolution: (usually for widescreen LCD tele)

```
seta cg_fov 96.4183 (Changes 'field of view' from default of 80.)
seta r_mode -1 (Allows custom resolutions to work.)
seta r_customheight 900 (Enter your own "Y Axis" resolution.)
seta r_customwidth 1440 (Enter your own "X Axis" resolution.)
seta r_displayrefresh 75 (your max monitor refresh rate for the resolution)
seta com_introplayed 1 (Skips the Activision and Infinity Ward intros)
```

For a 16:10 Aspect Ratio Resolution: (usually for widescreen pc monitor)

```
seta cg_fov 90.3951 (Changes 'field of view' from default of 80.)
seta r_mode -1 (Allows custom resolutions to work.)
seta r_customheight 900 (Enter your own "Y Axis" resolution.)
seta r_customwidth 1440 (Enter your own "X Axis" resolution.)
seta r_displayrefresh 75 (your max monitor refresh rate for the resolution)
seta com_introplayed 1 (Skips the Activision and Infinity Ward intros)
```

Once done, when you go in the game menu, it may not show the correct resolution in the options, but it will be in game.

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