

Tomb Raider 2,3,4 Widescreen Patch Manual.

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Part 1. Introduction.

At first need to say, widescreen patch works only for PC version of Tomb Raider 2,3,4 and game was developed for PC monitor with aspect ratio 4:3 before was invented widescreen monitor as 16:9, 16:10 etc. When start Tomb Raider 2,3,4 on modern widescreen monitor you can see image stretched, and lack game screen proper proportions. For fix problem, you can use Old_Games_Widescreen_Patch (simple version of widescreen patch, only widescreen fix), or use TombRaider234_Patch (so called advanced version for apply widescreen fix, field of view fix (called FOX fix), and camera from Lara distance fix). If you want use only widescreen game, just try Old_Games_Widescreen_Patch. If you need advanced support (field of view fix, camera distance fix and widescreen fix) try use TombRaider234_Patch. All cases of applying TombRaider234_Patch will shown below (screen shot of patch settings and corresponding outcome image on game screen). After applying widescreen fix (advanced version of patch) you quite can then start patch again for apply FOV fix, and after Camera Distance Fix, or apply this 3 fix in same time.

On screen shot Image 1 can see screen of game used flat widescreen monitor (without applied widescreen patch).

Image 1.



Part 2. Widescreen Fix.

After applied TombRaider234_Patch (or Old_Games_Widescreen_Patch) with widescreen option 16:9 (as shown on screen shot Image 2.1) you can see image on game screen like Image 2.2. You can see image a bit flattened (top and bottom) and more thin in compared with previous image. For example we can not see sky on top of screen shot (on previous screen shot Image 1 sky there was). Consequently use widescreen patch now we have correct proportions of game image, but lack of field of view, as result less angle of view (it is feature of game development and three dimensional math).

Image 2.1.

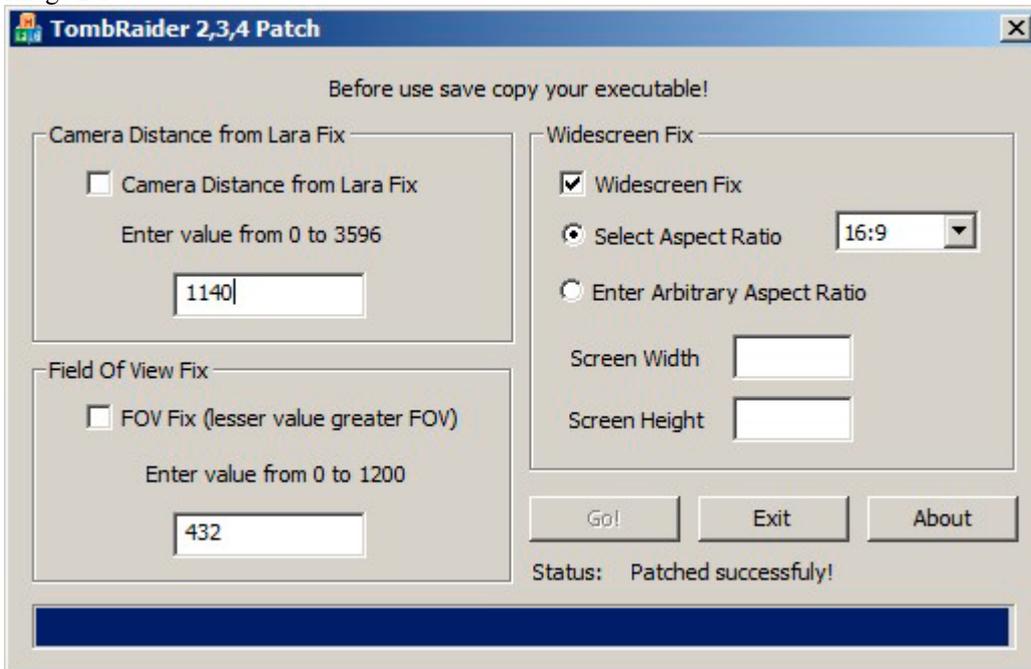


Image 2.2



Part 3. Widescreen fix and FOV fix.

To correct lack field of view on game screen (after applied widescreen fix) you can use FOV fix (as shown on this page screen shot of patch). On screen shot Image 3.1 you can see we applying widescreen fix 16:9 option, and FOV fix with 432 default value, and resulted image almost identical with original game screen Image 1, we can see sky, Lara distance as original, etc.

Image 3.1

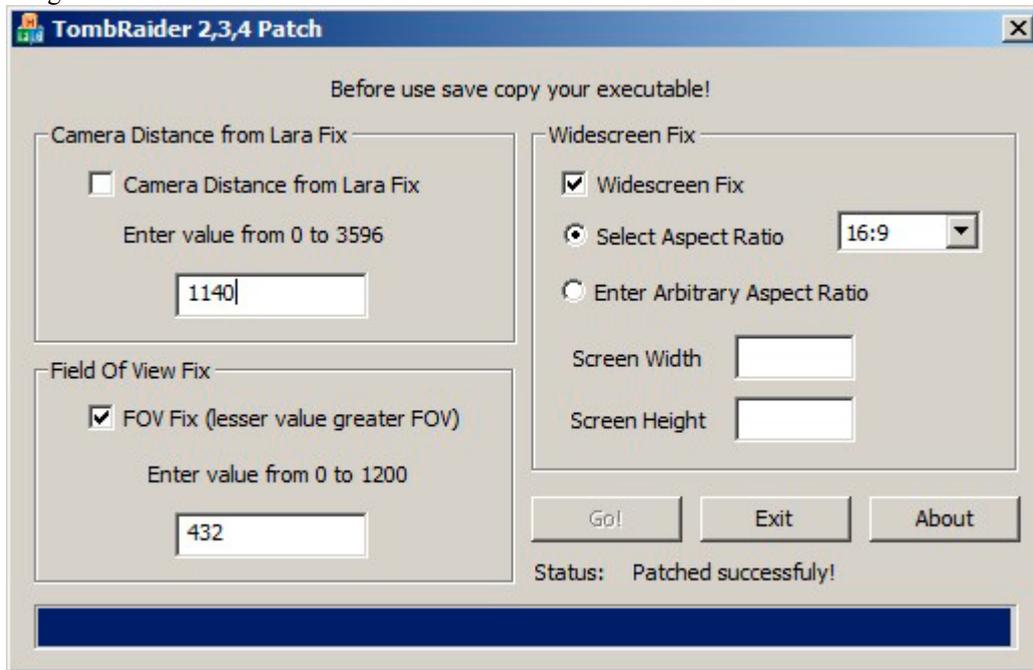


Image 3.2



Part 4. Less FOV value – great angle of view.

For demonstrating how perform correct choice of FOV value (if you want) Image 4.1, this screen shot Image 4.2 show game screen after performed patching with FOV value 900 (on previous screen shot Image 3.2 value was 432). You can see lack of some details on image, for example Lara model closer to viewer, less objects presented of screen, no sky, etc.

Image 4.1

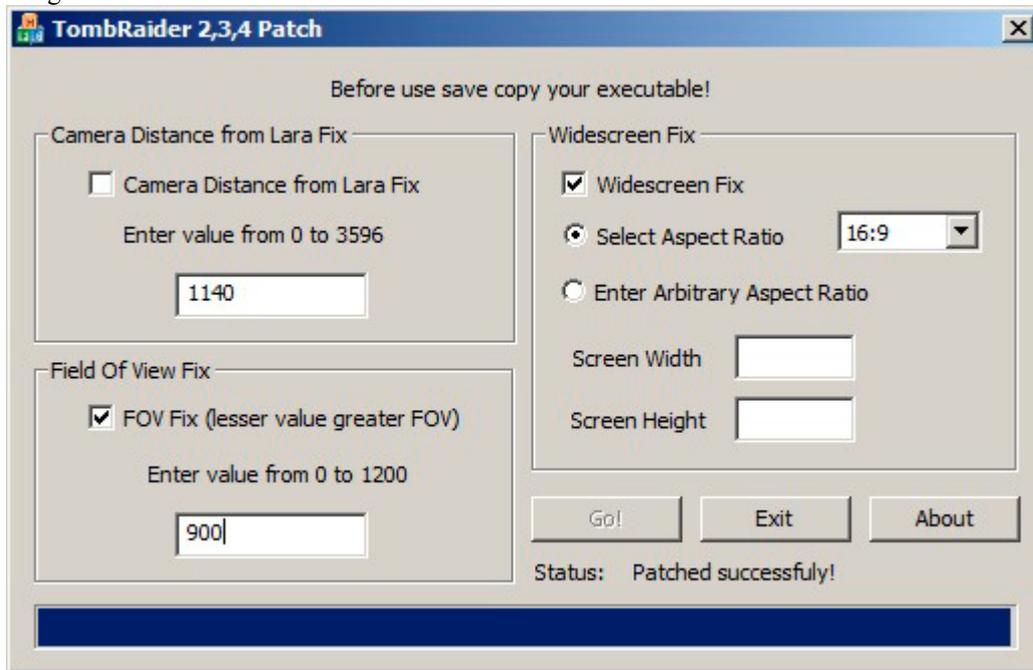


Image 4.2



Part 5. Distance viewer to Lara fix.

Also after applying widescreen fix, you can see Lara position is a bit closer to viewer Image 2.2, and for most convenience you can use distance fix. For example on screen shot Image 5.1 you can see Camera Distance from Lara Fix with value 2500, as result Lara model located more distant from viewer Image 5.2.

Image 5.1

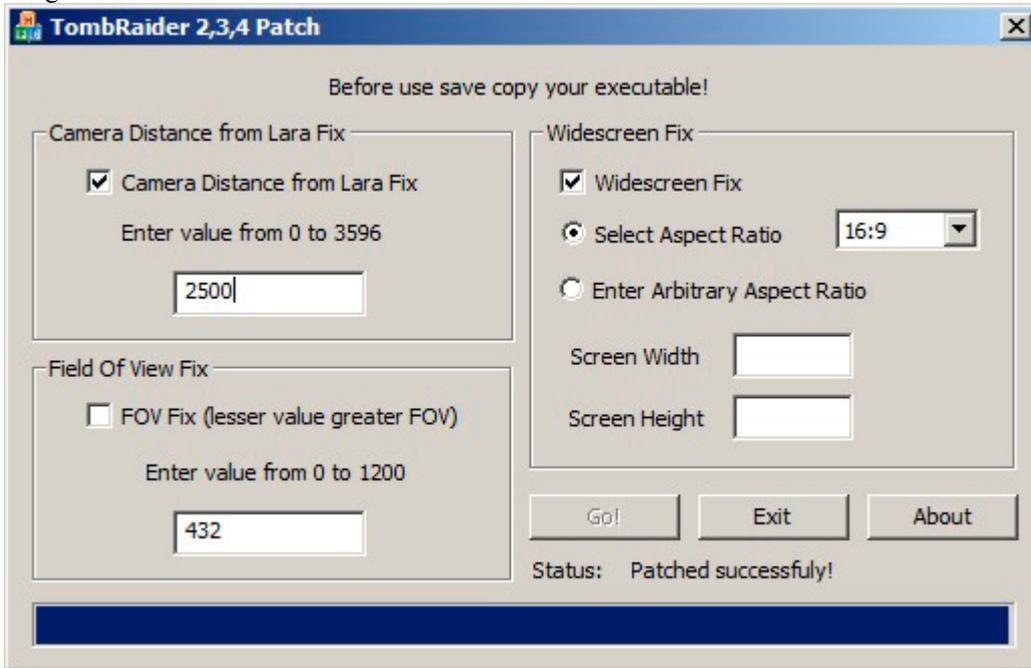


Image 5.2



The End.