**Subject: Dual screen**
Posted by Caveman on Mon, 28 Jul 2008 12:24:21 GMT
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Ok so I don't know whether this is a general bug with dual monitors or its my GFX or its Renegade itself. (I dont get this with crysis or TDU) but I use my second monitor for MSN/IRC while playing game and if I move my mouse right enough it sometimes goes onto the other monitor (you CAN'T see the pointer) but I can still control my player and then when I click to fire the mouse interacts with the other monitor and I sometimes find myself opening up conversations/closing mIRC when I dont want to.

As I said, this does't happen with crysis or TDU.. So im assuming its a rene-bug. Any advice on if this is in fact a rene-bug and whether it could be fixed?

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**Subject: Re: Dual screen**
Posted by jnz on Mon, 28 Jul 2008 14:10:36 GMT
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I sometimes get this too.

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**Subject: Re: Dual screen**
Posted by Jamie or NuneGa on Mon, 28 Jul 2008 20:20:18 GMT
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me and my 15' screen are crying for your pain

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**Subject: Re: Dual screen**
Posted by Slave on Mon, 28 Jul 2008 22:03:01 GMT
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Happens with every game I play. I find it most annoying in RTS games, when I want the camera to move to the right.

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**Subject: Re: Dual screen**
Posted by EvilWhiteDragon on Tue, 29 Jul 2008 13:24:57 GMT
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I used to have a dualscreen setup, and I never got this "bug". So perhaps we should also place our gfx hardware here, plus the kind of dual monitor setup you're using.

Gfx card: Geforce 7800 GTX (and earlier Geforce 4 Ti4600),
Dual monitor mode: extended desktop

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Renegade on: primary monitor

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Subject: Re: Dual screen
Posted by Caveman on Tue, 29 Jul 2008 14:13:40 GMT
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Geforce 7800GT and 7900GS (Happened on both)
Extended Desktop
Renegade was on primary.

19" 16:10 - Primary
17" 4:3 - Secondary

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Subject: Re: Dual screen
Posted by Caveman on Wed, 30 Jul 2008 12:47:58 GMT
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n update?

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Subject: Re: Dual screen
Posted by PsuFan on Thu, 07 Aug 2008 02:00:25 GMT
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Alt + Tab ?

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Subject: Re: Dual screen
Posted by Canadacdn on Thu, 07 Aug 2008 06:41:14 GMT
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When I saw this name of this topic I thought to myself: "Renegade for the DS...That would rock!"

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Subject: Re: Dual screen
Posted by Caveman on Thu, 07 Aug 2008 12:46:58 GMT
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PsuFan wrote on Thu, 07 August 2008 03:00Alt + Tab ?


Huh?

Subject: Re: Dual screen
Posted by Jonty on Thu, 07 Aug 2008 15:46:11 GMT
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Canadacdn wrote on Thu, 07 August 2008 07:41When I saw this name of this topic I thought to myself: "Renegade for the DS...That would rock!"
And when I saw it, I thought "Renegade across two screens? That would rock!"
(It actually would, with building health, stats and other crap on the second monitor, but that's undoubtedly monumentally difficult to code, and not many people would use it. Here's to the thought though!)

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Subject: Re: Dual screen
Posted by Tanya A. on Fri, 15 Aug 2008 07:34:25 GMT
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I never have this problem with my dual screen setup.

However, I have both screen setup as they appear in from of me.
(In display properties->settings you can change the virtual position of one monitor relative to the other)


left one is nr 1 being my main monitor and the other one is nr 2.
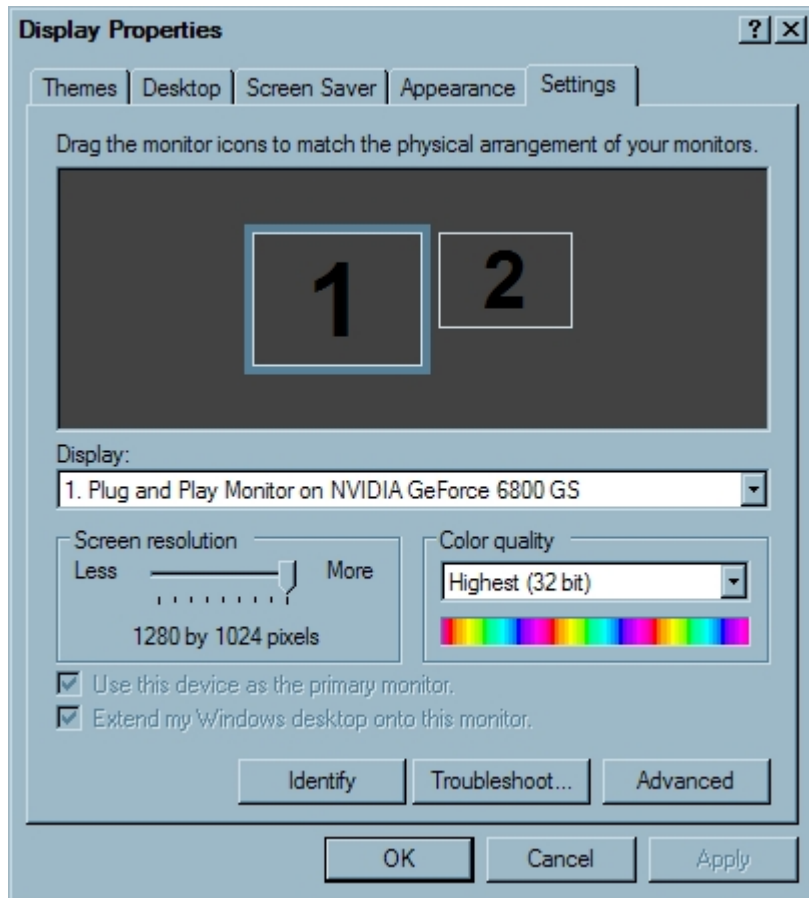
I mostly have an application maximized on the right monitor, so when i run renegade full screen on the main monitor, the applications on the right one seem to shift to the right.


If however I flip positions of both monitors before running ren, so nr 1 is on the right and nr 2 is on the left and then run ren in fullscreen I don't get this problem.

File Attachments
1) capture_15082008_091301.jpg, downloaded 679 times

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**Display Properties** ? X

Themes | Desktop | Screen Saver | Appearance | Settings

Drag the monitor icons to match the physical arrangement of your monitors.

Display:
1. Plug and Play Monitor on NVIDIA GeForce 6800 GS

Screen resolution
Less ——————— More
1280 by 1024 pixels

Color quality
Highest (32 bit)

☑ Use this device as the primary monitor.
☑ Extend my Windows desktop onto this monitor.

Identify | Troubleshoot... | Advanced

OK | Cancel | Apply

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Subject: Re: Dual screen
Posted by Caveman on Fri, 15 Aug 2008 08:24:44 GMT
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I do believe you get that because of Resolution difference. Is your primary monitor at the same resolution as your secondary?

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Subject: Re: Dual screen
Posted by Tanya A. on Fri, 15 Aug 2008 11:12:02 GMT
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indeed, the main one is at 1280 x 1024.
the other one is at 10247 x 768

You're right, when they both have the same resolution I don't
get the shifting of windows, thx

---

Subject: Re: Dual screen
Posted by Wiener on Fri, 15 Aug 2008 13:04:19 GMT
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TBH I belíeve its kinda random. I use 2 screens and have multiple games installed that don't support dual screen as in actually use the end screen for any in game feature.

On ren I don't have any problems except that my mouse curser is fucked on the 2nd screen after quitting the game sometimes. On other games I can move the mouse out of the first screen and end up on win desktop while in game. On some of those games I managed to "fix" the problem by minimizing (alt+tab) and going back into the game (by mouse click on the minimized tab) without clicking anything else on win desktop with my mouse. Sounds a bit n00bish but worked for some games.

But on some I couldn't fix it at all (including same resolutions ....).

Subject: Re: Dual screen
Posted by cmatt42 on Wed, 01 Oct 2008 01:02:48 GMT
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I found this and thought of this thread. Check it out:
http://www.dr-hoiby.com/MouseJail/

Subject: Re: Dual screen
Posted by _SSnipe_ on Wed, 01 Oct 2008 02:27:10 GMT
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would be cool one screen the game another dual screen be an sky view of everything with stats

Subject: Re: Dual screen
Posted by Wiener on Wed, 01 Oct 2008 07:20:28 GMT
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cmatt42 wrote on Tue, 30 September 2008 20:02I found this and thought of this thread. Check it out:
http://www.dr-hoiby.com/MouseJail/

nice, thx for the link