Subject: Re: Problems with resolution
Posted by Kanezor on Wed, 31 Aug 2005 02:25:53 GMT
View Forum Message <> Reply to Message

Renx wrote on Tue, 30 August 2005 21:05LCDs don't stretch the resolution to fit the whole screen like CRTs do, it just shows the actual size in the center of the screen. If it's lower than the native resolution there will be black all around it. At least I think all LCDs do that, it does on my laptop anyway.
My two LCDs *do* stretch the resolutions to match their native resolutions. They are Samsung 930b, if you want them.

Terminator 101 wrote on Tue, 30 August 2005 21:17
Actually I think that: Most Computers automatically change your Games resolution when you start it up to match the one the desktop uses

3. Renx When I first started my New Computer, my Resolution was 1280x800, but when I started Renegade, the resolution was set to 800x600 so I changed it to 1280x800. So what do you mean by "screens native resolution"?
One more thing: My older computer does not have LCD screen(it is desktop computer)
No, games change the desktop resolution. That's why on Windows 98, when you force quit certain games, the resolution stays at what the game had it, and thus fucking with your icons' positions. Later operating systems are (usually) good enough to detect when a game didn't exit properly (eg, exited but forgot to reset the resolution), and then do it *for* the game. If I am not mistaken, then this is also one of the safeguards to prevent any user-based application from making the computer BSoD.

LCDs have a "native" resolution, whereas when using that resolution, each single virtual pixel (that is, each pixel that the game thinks it has) is directly related to a single physical pixel on the screen. Non-native resolutions either require physical padding pixels or resolution conversions. This is done automatically by the computer screen, not by the game, computer, or even the graphics card. Padding is the same as the black sidebars. Conversion converts the non-native resolution to the native resolution (by, for example, doubling a virtual pixel to use two physical pixels when the resolution is smaller than native, or dropping virtual pixels when the resolution is larger).

Edit: added comment about bsod