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Subject: Re: Screen Resolutions

Posted by [Jonty](#) on Mon, 30 Jun 2008 07:44:33 GMT

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I wonder if you could run Renegade at 2560x1024.

The problem with dual-monitors (here, anyway) is that DirectX seems to hate the second screen most of the time. If you move something over to the other screen it either runs at about 1 fps, or it goes really slowly while it's across both screens but works fine when it's entirely on either one. OpenGL works nicely though, playing Homeworld 2 across both monitors rules. :3

<http://stuff.jontysewell.net/desktops/desk140508.jpg> <3! Normal cost of monitors: £440; I got one for £200 and the other for £80 over a year later.

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