Encountered something odd with WWConfig with the following TT version.
Quote:Build b6812
Built on 2015-01-05 10:12:24Z using commit 2c4efd47d8c1fb0b1a6b518b46963040ee6b1c6b
Distributed as scripts-2015.01.05-b6812.zip.

Nothing game breaking in any way but it took me a while to realize where my resolution was hidden

I currently have 2 identical screens connected and in WWConfig the resolution order for each is different, as well as not really located in a logical order.
Additionally, the second screen entry contains a resolution (2715x1697) that it isn't able to display anyway. The max resolution for these screens is 1920x1200.

## File Attachments
1) ResolutionOrderMessedUp.gif, downloaded 394 times
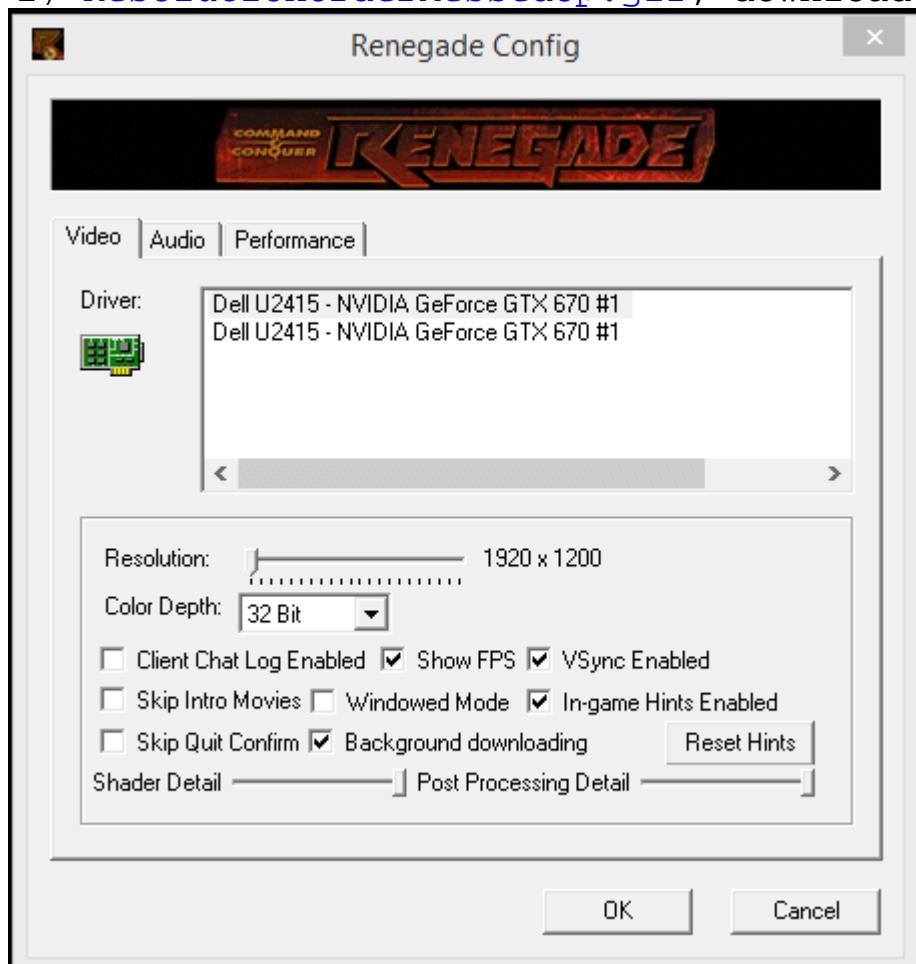
Subject: Re: WWConfig Resolution Order oddity
Posted by danpaul88 on Tue, 27 Jan 2015 09:52:47 GMT
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wconfig probably just asks Windows or DirectX to provide it with the list of available resolutions...
do you get a similar set of available resolutions in Windows display panel?

I have two identical monitors myself and it only displays appropriate resolutions and in the correct
order for me.

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Subject: Re: WWConfig Resolution Order oddity
Posted by Omar007 on Wed, 28 Jan 2015 14:35:56 GMT
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In windows itself everything is fine; correct order and no incompatible resolutions are shown.
Haven't checked a different game yet since I have these monitors though so I'll have to do that
later.

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Subject: Re: WWConfig Resolution Order oddity
Posted by Jerad2142 on Thu, 29 Jan 2015 16:49:04 GMT
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4.2 has a newer version of WWConfig that has fixed resolutions settings in it (I brought it up when
my laptop didn't display any correct resolutions in it). However, jonwil didn't upload the file, I would
but my laptop's hard drive is currently USB'd to my main computer as a do a full clone and defrag
of it.

For example, on my laptop it only listed two resolution spots, 800x600, and a second spot on the
slider, if you slid it it displayed some other weird resolution, but then when you reopened wwconfig
or restarted the game it was back at 800x600.

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Subject: Re: WWConfig Resolution Order oddity
Posted by Omar007 on Thu, 29 Jan 2015 17:29:16 GMT
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If you mean 4.2 as it is in the patcher, then that is the one I'm having issues with (see version info
in the OP).

If that 4.2 WWConfig version is not on the patcher, upload it when you are able to please. I'll then
be able to give it a go and see if that version does indeed solve the problem.

---

Subject: Re: WWConfig Resolution Order oddity

Posted by Jerad2142 on Sat, 31 Jan 2015 17:31:00 GMT
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Give it a try even if it looks like the same version.

Edit:
Actually I'm now getting 1440x900 listed after 1920x1080 as well on my main computer, but I only have one screen.

File Attachments
1) WWConfig.exe, downloaded 157 times

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Subject: Re: WWConfig Resolution Order oddity
Posted by Omar007 on Sun, 01 Feb 2015 21:31:16 GMT
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I tried that one out and it has the same problem for me.

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Subject: Re: WWConfig Resolution Order oddity
Posted by Omar007 on Thu, 12 Mar 2015 17:15:40 GMT
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Still present in the latest version I got from the launcher.

Build b6858
Built on 2015-02-15 11:24:37Z using commit 1f6353df638d6a14b17ae8ea7d175347b8a97aae
Distributed as scripts-2015.02.15-b6858.zip.

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Subject: Re: WWConfig Resolution Order oddity
Posted by Jerad2142 on Fri, 13 Mar 2015 12:35:13 GMT
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Omar007 wrote on Thu, 12 March 2015 11:15Still present in the latest version I got from the launcher.

Build b6858
Built on 2015-02-15 11:24:37Z using commit 1f6353df638d6a14b17ae8ea7d175347b8a97aae
Distributed as scripts-2015.02.15-b6858.zip.

Indeed; however I've seen several other games do it as well now, so it much just be a side effect of the direct x api.

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