
Subject: LE on two screens

Posted by [cnc95fan](#) on Tue, 02 Dec 2008 16:35:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

Does anyone know why this crashes when I have two screens attached (provided the second is marked as a extended desktop)and how to fix it?

Subject: Re: LE on two screens

Posted by [danpaul88](#) on Tue, 02 Dec 2008 18:51:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

Nope, I have been using LE on a dual monitor setup for years, never crashed because of it. What are you actually doing to make it crash?

Subject: Re: LE on two screens

Posted by [cnc95fan](#) on Tue, 02 Dec 2008 20:46:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

Seems to be fine provided I don't boot with two monitors, then extend the other one when I am logged in. I honestly don't know what makes it crash

Subject: Re: LE on two screens

Posted by [Lone0001](#) on Wed, 03 Dec 2008 01:48:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

Does it crash right when you start it up is that what you mean?

PS. Mod Forum ftw imo tbh.

Subject: Re: LE on two screens

Posted by [cnc95fan](#) on Wed, 03 Dec 2008 15:56:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

When I load a mod, it crashes at that "Initalizing render engine" or... something along the lines of that, goes too quickly for me to remeber.

Not mod fourm, since I'm not modding anything

Subject: Re: LE on two screens

Posted by [Lone0001](#) on Wed, 03 Dec 2008 16:28:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

It is a modding resource though

Subject: Re: LE on two screens
Posted by [danpaul88](#) on Wed, 03 Dec 2008 17:22:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

Do you have the actual window spanned across both screens? I doubt it would make a difference, but if you do try doing it with LE just on the one screen at a time.

Also make sure your graphics settings in WWConfig are correct, and that you have chosen a renderer that your graphics card is capable of rendering.

Subject: Re: LE on two screens
Posted by [cnc95fan](#) on Wed, 03 Dec 2008 19:54:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yeah, it is just isolated to one screen only.

Subject: Re: LE on two screens
Posted by [Genesis2001](#) on Thu, 04 Dec 2008 04:40:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

Lone0001 wrote on Wed, 03 December 2008 09:28It is a modding resource though

Subject: Re: LE on two screens
Posted by [danpaul88](#) on Thu, 04 Dec 2008 08:51:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

Your not using any fancy third party dual monitor software are you? Such as ATI Hydravision? Those things tend to try and inject code into applications or mess with their titlebars and that could cause issues with LE...

Subject: Re: LE on two screens
Posted by [Jerad2142](#) on Thu, 04 Dec 2008 14:58:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

Level editor is easily destabilized, it could have been other things besides the monitor setup as well, I find level editor will often crash if you do too much stuff with it in a short time...

Subject: Re: LE on two screens
Posted by [Lone0001](#) on Thu, 04 Dec 2008 16:50:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

I use Ultramon(which is a dual monitor managing program, which I love) and have not had one problem with it towards using LE, like Jerad said LE is fairly unstable.

Subject: Re: LE on two screens
Posted by [cnc95fan](#) on Thu, 04 Dec 2008 19:52:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'm not using any programs for dual monitor setup.
However, they are in 2 different resolutions.

Subject: Re: LE on two screens
Posted by [Oblivion165](#) on Thu, 04 Dec 2008 22:02:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

cnc95fan wrote on Thu, 04 December 2008 14:52 I'm not using any programs for dual monitor setup.
However, they are in 2 different resolutions.

Well that's your test right there. Lower the monitor with the higher resolution to max to other one and see if you get the same crash.

Subject: Re: LE on two screens
Posted by [cnc95fan](#) on Sat, 06 Dec 2008 16:48:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yeah, it crashes on 2 different resolutions

Subject: Re: LE on two screens
Posted by [thrash300](#) on Sun, 07 Dec 2008 03:45:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

Jerad Gray wrote on Thu, 04 December 2008 08:58 Level editor is easily destabilized, it could have been other things besides the monitor setup as well, I find level editor will often crash if you do too much stuff with it in a short time...

The program Level Edit is pretty old I think and it probably doesn't support two screens support.

Subject: Re: LE on two screens
Posted by [danpaul88](#) on Sun, 07 Dec 2008 11:06:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

cnc95fan wrote on Sat, 06 December 2008 16:48Yeah, it crashes on 2 different resolutions

Don't use two different resolutions then? If LE crashes you will probably find other programs do too if they implement their graphics system in a similar way.
