Doomsday Engine - Bug #719

Windowed resolutions wider than primary monitor do not work

2009-06-11 06:09 - leapo

Status:	Closed	**Start date:**	2009-06-11
Priority:	Normal	**% Done:**	100%
Assignee:	danij		
Category:			
Target version:			

Description

If Doomsday is launched in windowed mode with a resolution larger than that of the primary monitor, the window shrinks to the size of the primary monitor (even if there is space available on secondary displays).

The render target itself does expand, but since the window is smaller than the render target, the resulting image is shifted to the right with the additional part of the image cropped off.

History

#1 - 2010-05-09 13:00 - danij

Fixed for 1.9.0-Beta6.10