

Re: How do you access second display adapter without being a desktop extension?

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Source:

<http://www.tech-archive.net/Archive/Development/microsoft.public.win32.programmer.directx.graphics/2007-01/ms>

- *From:* legalize+jeeves@xxxxxxxxxxxxxxxxxxxx (Richard [Microsoft Direct3D MVP])
 - *Date:* Thu, 25 Jan 2007 10:48:30 -0800
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[Please do not mail me a copy of your followup]

(Richard) legalize+jeeves@xxxxxxxxxxxxxxxxxxxx spake the secret code <OqPkITKQHHA.3344@xxxxxxxxxxxxxxxxxxxx> thusly:

[Please do not mail me a copy of your followup]

"Sam Brown" <subiNOSPAM@xxxxxxxxxxxxxxxxxxxxxxxxxxxx> spake the secret code <VcGdnZGZoZ8fUiXYnZ2dnUVZ8smonZ2d@xxxxxxxx> thusly:

To show up in the adapter enumeration, the device needs to have the "Extend my Windows Desktop onto this monitor" option checked in the display settings. Otherwise, DirectX can't see it.

I don't believe this to be true; you have to extend the desktop onto it for GDI to see it. DirectX doesn't care about which devices are attached to the desktop.

Looks like you're right and I'm wrong, if the caps viewer is any way to judge. When I don't extend the desktop to the 2nd monitor on my dual head card, it only displays 1 adapter.

I wonder what happens when you have two cards in your machine but the desktop isn't extended to the 2nd card....

ISTR that there were situations where you could create a device in exclusive mode on a monitor that was not attached to the desktop...

"The Direct3D Graphics Pipeline" -- DirectX 9 draft available for download <<http://www.xmission.com/~legalize/book/download/index.html>>

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