
Subject: GSplus Full Screen Distortion

Posted by [Dave Touvell](#) on Sat, 10 Aug 2019 18:10:21 GMT

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I had been using GSplus32 v0.13 and just discovered that there was a new version out, so I downloaded the v0.14 SDL version.

When I use F11 to go to full-screen mode, the emulated screen is stretched horizontally to fit my modern widescreen monitor. Also, when returning to windowed mode, the desktop has vertical lines in it that were not there before switching.

Under GSplus32 v0.31, the emulated screen was in the right aspect ratio, centered on the monitor. So I downloaded GSplus32 v0.14, and full screen appears to work correctly, but the windows cursor and GS cursor seem to get out of sync a lot, which doesn't happen under the SDL version.

From reading the manual that comes with GSplus v0.14, it seems like the SDL version is preferred, but I really like the way the win32 version handles the full-screen mode better. Is there a way to change the full-screen aspect ratio in the SDL version?

Thanks,
-Dave

Subject: Re: GSplus Full Screen Distortion

Posted by [Anonymous](#) on Mon, 12 Aug 2019 02:02:01 GMT

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Originally posted by: James Davis

On Saturday, August 10, 2019 at 11:10:22 AM UTC-7, Dave Touvell wrote:

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> -Dave

I had a similar problem a couple of years ago. Search google groups for messages containing gsplus and you might find the conversation then.

Subject: Re: GSplus Full Screen Distortion

Posted by [Dave Touvell](#) on Mon, 12 Aug 2019 11:29:28 GMT

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On Sunday, August 11, 2019 at 10:02:03 PM UTC-4, James Davis wrote:

> On Saturday, August 10, 2019 at 11:10:22 AM UTC-7, Dave Touvell wrote:

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Thanks James.

I searched all of the apple2 usenet groups but couldn't find anything about it. But I finally tried launching it from the command line with the -h option and saw:

"-fulldesk Use desktop 'fake' fullscreen mode"

I tried that and it worked! It runs fullscreen in the correct aspect ratio, and as an added bonus the windows mouse cursor is either hidden or stays in sync with the GS cursor, which it didn't do in the GSplus win32 version.

I'm not sure what 'fake' fullscreen mode is and can't find any documentation on it, but it works for what wanted.

-Dave

Subject: Re: GSplus Full Screen Distortion
Posted by [Anonymous](#) on Mon, 12 Aug 2019 19:15:45 GMT
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Originally posted by: James Davis

On Monday, August 12, 2019 at 4:29:30 AM UTC-7, Dave Touvell wrote:

> On Sunday, August 11, 2019 at 10:02:03 PM UTC-4, James Davis wrote:

>> On Saturday, August 10, 2019 at 11:10:22 AM UTC-7, Dave Touvell wrote:

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Turns out that the conversation was via email with Nick Westgate. If you can read *.eml files, and if Nick has no objections, I can forward the messages to you privately.

(I need replies from Nick Westgate and from Dave Touvell.)

Subject: Re: GSplus Full Screen Distortion
Posted by [Dave Touvell](#) on Mon, 12 Aug 2019 20:35:25 GMT
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On Monday, August 12, 2019 at 3:15:46 PM UTC-4, James Davis wrote:

> On Monday, August 12, 2019 at 4:29:30 AM UTC-7, Dave Touvell wrote:

>> On Sunday, August 11, 2019 at 10:02:03 PM UTC-4, James Davis wrote:

>>> On Saturday, August 10, 2019 at 11:10:22 AM UTC-7, Dave Touvell wrote:

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> (I need replies from Nick Westgate and from Dave Touvell.)

I'd appreciate seeing the information, if Nick agrees.
-Dave

Subject: Re: GSplus Full Screen Distortion
Posted by [Anonymous](#) on Tue, 13 Aug 2019 02:11:04 GMT
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Originally posted by: James Davis

On Monday, August 12, 2019 at 1:35:26 PM UTC-7, Dave Touvell wrote:
> On Monday, August 12, 2019 at 3:15:46 PM UTC-4, James Davis wrote:
>> On Monday, August 12, 2019 at 4:29:30 AM UTC-7, Dave Touvell wrote:
>>> On Sunday, August 11, 2019 at 10:02:03 PM UTC-4, James Davis wrote:
>>>> On Saturday, August 10, 2019 at 11:10:22 AM UTC-7, Dave Touvell wrote:
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> I'd appreciate seeing the information, if Nick agrees.
> -Dave

OK. Nick, what do you say?

Subject: Re: GSplus Full Screen Distortion
Posted by [sicklittlemonkey](#) on Wed, 14 Aug 2019 00:10:45 GMT
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On Tuesday, 13 August 2019 14:11:06 UTC+12, James Davis wrote:
> OK. Nick, what do you say?

Sure, but note that I just did a little work on GSport which GSPlus is based on - which in turn is largely the work of Kent Dickey from the original KEGS.

I did work on a solution to the cursor problem ... I might get a chance to look at some of that stuff later this year.

Cheers,
Nick.

Subject: Re: GSplus Full Screen Distortion
Posted by [Anonymous](#) on Wed, 14 Aug 2019 01:10:31 GMT
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Originally posted by: James Davis

On Tuesday, August 13, 2019 at 5:10:46 PM UTC-7, Nick Westgate wrote:

> On Tuesday, 13 August 2019 14:11:06 UTC+12, James Davis wrote:

>> OK. Nick, what do you say?

>

> Sure, but note that I just did a little work on GSport which GSplus is based on - which in turn is largely the work of Kent Dickey from the original KEGS.

>

> I did work on a solution to the cursor problem ... I might get a chance to look at some of that stuff later this year.

>

> Cheers,

> Nick.

OK. Nick. Thanks.

Subject: Re: GSplus Full Screen Distortion

Posted by [Anonymous](#) on Thu, 15 Aug 2019 19:41:48 GMT

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Originally posted by: James Davis

Hi Dave,

Thank you for your newsgroup thread. Because of it I rediscovered GSport and GSplus, and have updated the latter to the latest versions, "GSplus v.0.14 Win32" and "GSplus v.0.14 SDL." The versions of GSport that I had (and still have) are versions 0.31 and 0.32e, both for Win32. These Apple IIGS ("KEGS") Emulators for 32-bit Windows O.S. all have the same/similar "Full Screen Distortion" problems. The new "GSplus v.0.14 SDL" version does not, and works well for me with the following shortcut/command-line to start it up: <"C:\Program Files\GSplusW64\gsplus.exe" -highdpi -fulldesk -fullscreen -resizeable>. The black sidebars disappear, but can be made to reappear by resizing the GSplus main display screen from fullscreen to normal (by pressing F11 key), then maximizing its window (in Windows 7 Ultimate {64-bit})..

Other problems that "GSplus v.0.14 SDL" has are that It has no icons in the GSplus.exe and it cannot use the "g_win_status_debug_request = 0/1" and "g_win_show_console_request = 0/1" config.txt items (from the Win32 version) to hide/show the extra information windows.

James Davis

Subject: Re: GSplus Full Screen Distortion

Posted by [Anonymous](#) on Thu, 15 Aug 2019 19:51:10 GMT

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Originally posted by: Bobbi

I wonder how hard it would be to get fullscreen mode working for GSPort under Linux. GSPort works great on Raspberry Pi (with Apple II Pi it is awesome), but a fullscreen mode would really rock! Apparently fullscreen mode works on the Mac, so getting it to work on Linux wouldn't seem to be too hard. However I haven't looked at the source code yet (it is on my list!)

Subject: Re: GSplus Full Screen Distortion

Posted by [Anonymous](#) on Sat, 17 Aug 2019 09:03:05 GMT

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Originally posted by: James Davis

On Thursday, August 15, 2019 at 12:51:12 PM UTC-7, Bobbi wrote:

> I wonder how hard it would be to get fullscreen mode working for GSPort under Linux. GSPort works great on Raspberry Pi (with Apple II Pi it is awesome), but a fullscreen mode would really rock! Apparently fullscreen mode works on the Mac, so getting it to work on Linux wouldn't seem to be too hard. However I haven't looked at the source code yet (it is on my list!)

GSplus is "A cross-platform Apple II GS emulator" that works well on Windows (in full-screen or max./min. window modes), so I would think it should work well on Linux, too.

Download the appropriate package at <<https://apple2.gs/plus>>. Download the ROMs (firmware for either a ROM1 or a ROM3 Apple II GS) from there, too.
