

---

Subject: Re: U++ bug (freezed screen) related to Dual Display

Posted by [Lance](#) on Mon, 03 Jun 2024 16:20:12 GMT

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

---

No.

Without dual monitors, it never occurs; with dual monitors, if I play long enough, it occurs without being put to suspension.

That's my observations from previous experience.

---