

## Gregon13 / Jur13n Source Resolution Fix [1.5]

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Sorry I had to release this since I've been asked about it on skype alot...

### **ZOptionInterface.cpp**

anyways, it's easy tho, search for this (about the line 193)

Code:

```
map< int, D3DDISPLAYMODE>::iterator iter = find_if(
gDisplayMode.begin(), gDisplayMode.end(), value_equals<int,
D3DDISPLAYMODE>(ddm) );
```

you'll see under it

Code:

```
pWidget->SetSelIndex( 1 );
```

so lemme explain alittle, **1** means the first resolution, **2** means the second... etc that's why it doesn't matter if you change it it'll stay on that resolution once you click on Option.

so simply replace the **1** with

Code:

```
pWidget->SetSelIndex( iter->first );
```

and build, it should work...

HOPE IT HELPED