## There are 3 monitors on my system. I am using 1 and 3 to display the X-Plane

← Settings	* _	×
Advanced display settings		
2 1 2		
3   4		
Identify Detect Connect to a wireless display		
Multiple displays		
Extend desktop to this display $\sim$		
Resolution		
1680 × 1050 (Recommended) V		
Apply Cancel		
Color settings		
Color profile HP w2207 LCD Monitor		
Color management		

These are the properties of the monitor 1 (Main)

AOC 2476W1 and AMD Rad	n R7 450 Properties X
Adapter Monitor Color M	gement
AMD Radeon R7	
	Properties
Adapter Information	
Chip Type: AMD R	on Graphics Processor (0x682B)
DAC Type: Interna	AC(400MHz)
Adapter String: AMD R	on R7 450
Bios Information: 113-R2	2G-102
Total Available Graphics	nory: 10216 MB
Dedicated Video Memory	2048 MB
System Video Memory:	0 MB
Shared System Memory:	8168 MB
List All Modes	
	OK Cancel Apply

These are the properties of monitor 3

HP w2207 Wide LCD Monitor and DisplayLink USB Device Properties	×
Adapter Monitor Color Management	
DisplayLink USB Device	
Adapter Information	
Chip Type: <unavailable></unavailable>	
DAC Type: <unavailable></unavailable>	
Adapter String: <unavailable></unavailable>	
Bios Information: <unavailable></unavailable>	
Total Available Graphics Memory: 10216 MB	
Dedicated Video Memory: 2048 MB	
System Video Memory: 0 MB	
Shared System Memory: 8168 MB	
List All Modes	
OK Cancel Apply	,

This is the graphics portion of the setup

	The Helling of the Helling			
< Main Menu	setwork Data Output Joystick Keyboard GPS Hardware	tings		Ton auro Bi / Til O
RENDERING OPTIONS	ework Data Galpan Joyaniak (Gyocolo) High (HDR)	Numbe	r of World Objects	High
Visual Effects Texture Quality	94 MB of textures currently loaded	Reflect	ion Detail	Minimal
Antieliasing	94 MB 01 returns currently buoco	Draw	parkod arcraft	
MONITOR CONFIGURATION				
MONITOR 2	Full Screen Simulator	~	MAIN MONITOR Resolution	1920×1080, 32 bit (60 hz)
Resolution — VISUALS SETTINGS Default view [w]	Letiaux monitor Jettings	~	VISUALS SETTINGS Default view [w] Allow windshield effects	Forward with 3-D cockpit
Allow windshield effects	Reat Visual Set	lings	- FIELD OF VIEW	
Lateral field of view	0	egrees	Use non-proportional vertical field of view	
- VISUAL OFFSETS Wraparound (Rotation) Of Use rotation offsets for wrap Lateral rotation offset		I FOV	— VISUAL OFFSETS Wraparound (Rotation) Offsets Use rotation offsets for wraparound views, where your r Lateral rotation offset	monitors are angled around you.
	e Trackill & Trackilet view tracking in S-D cockpit Enable Matrix Triplei Head200			Done K û g
_		" 22		

This is the rest of the lower part of the screen.

ITOR 2	Full Screen Simulator	Resolution	1920×1080, 32 bit (60 hz)
Inal field of view	degrees	VISUALS SETTINGS	
Use non-proportional vertical field of view		Default view [w]	Forward with 3-D cockpit
	Reset FOV	Allow windshield effects	
- VISUAL OFFSETS		- FIELD OF VIEW	
Iraparound (Rotation) Offsets ise rotation offsets for wraparound views, where your monitors are angled around you.		Lateral field of view	
Lateral rotation offset	degrees		
Vertical rotation offset	degrees	Use non-proportional vertical field of view	
Roll rotation offset Roll offsets are typically used when a monitor is turned sideways.	degrees	- VISUAL OFFSETS	
Enable flat (fractional) offsets Use fractional offsets for a flat "wall" of monitors.		Wraparound (Rotation) Offsets	
Use tractional offsets for a flat wall of monitors.		Use rotation offsets for wraparound views, where your monitors are angled a Lateral rotation offset	
	Reset Visual Offsets	Vertical rotation offset	

Here is a photo of the right side of the monitor #3 and the left side of monitor #1 (main). I brought up the radio and moved it so it was partway on each screen. The left screen is blank but I can move the cursor onto it. When the cursor is moved over what should be the radio, it changes according to which control it is over (so the object is there, it is just not showing).



Clearly something is wrong with my setup since the left screen should be showing the quarter view on the left side of the aircraft. I am using the C172 shipped in X-Plane 11.