

How to Run Run8 and the dispatch board on separate monitors (same PC)

Preface:

This seemed pretty easy to me, but as I typed up these instructions, I started to realize that my 30 years of IT computer experience might be making this easier on *me* than it will be on the reader. For that reason, I'm not recommending anyone do the steps below – it involves manually copying files, and eventually when the next Run8 update comes out, you'll have to delete some things and copy things again – there are a lot of opportunities to mess things up.

The steps below are outlined for experienced computer users comfortable with making the changes needed to accomplish this task.

High level overview:

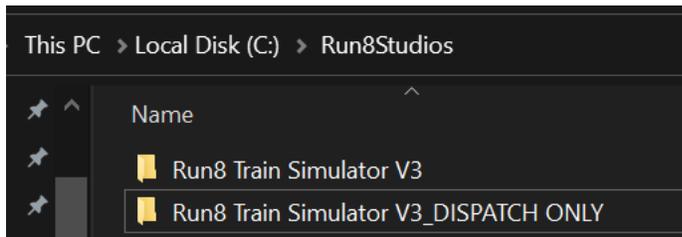
Using 2 copies of Run8, configured with different usernames, it's possible for both to join a session – one copy can use your first monitor for running trains, and the next copy can use your second monitor for running dispatch.

Setup:

Duplicate and rename your Run8 folder – call the 2nd copy something like

“Run8 Train Simulator V3_DISPATCH ONLY”

Your folder will look something like this when you're done:



(This can be in your Run8Studios folder if you like)

Launch the 2nd copy of run8 (The one from the dispatch folder)

Go to the **Train** menu, then **Crew avatars**

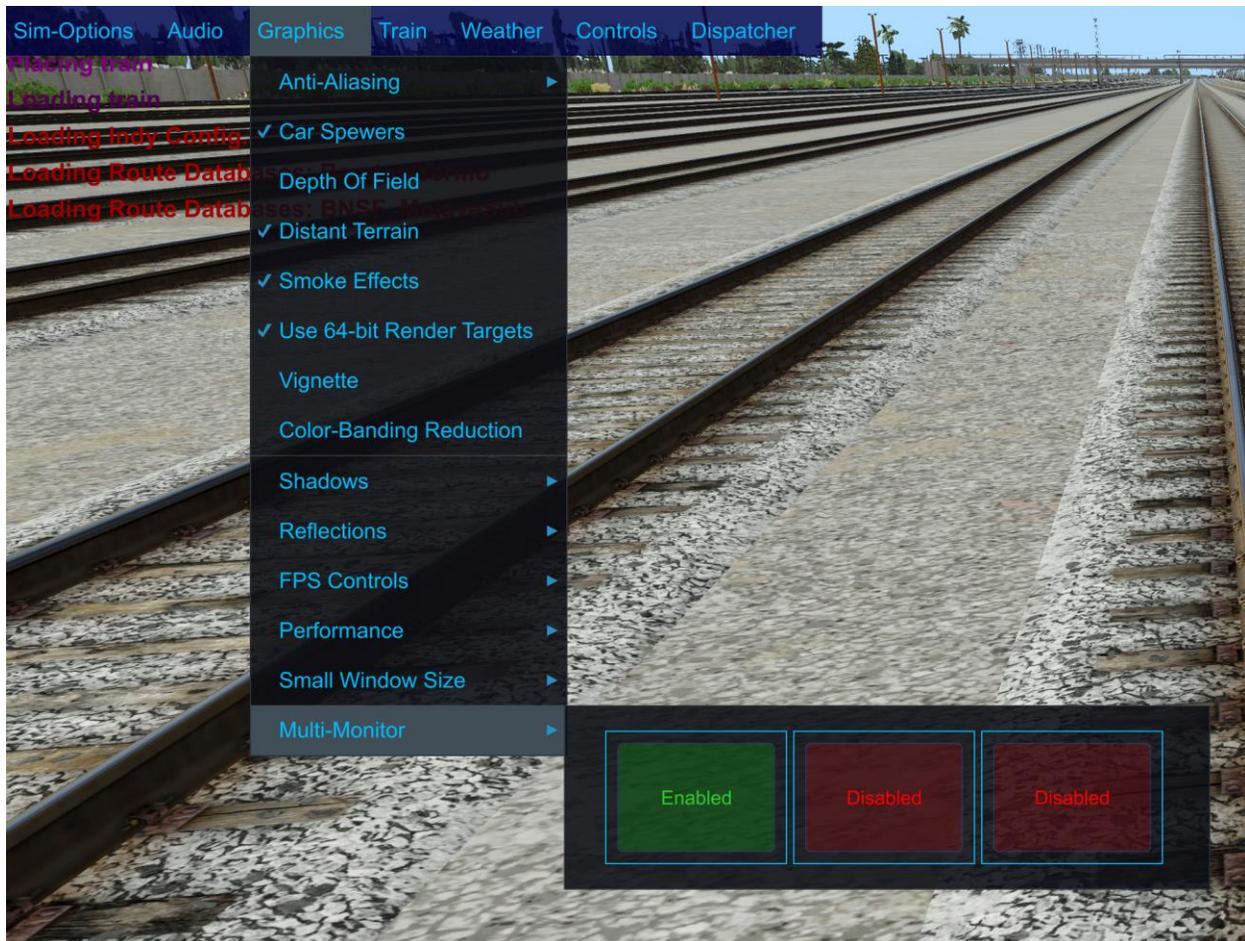
Add -dispatch to your name



(Note most servers want to know who you are, so if your name in run8 is "SpeedyDelivery" change that to something like "SpeedyDelivery-Dispatch") (You are only doing this on the second copy)

While you are still running the second copy:

Use the **Graphics** menu, **Multi-Monitor**, and select the monitor you want the dispatch screen to display on.



Hit F4 a few times until the display moves to that monitor.

Exit the second copy of run8

Operation:

We'll run the dispatch only copy in **Server Only Mode**:

Start your **Second** copy of Run8 (this is from the folder you pasted and then renamed with the word Dispatch) When you're at the launch screen check the server only mode switch as shown and launch the simulator.



In this mode, the 3d environment is shutdown, but you can still use the menus to join a server and you can still hit F3 to bring up dispatcher.

Now that you have your dispatcher copy of run8 up and running, start your **original** copy of Run8, Use the **Graphics-> Multi-Monitor** menu in your **Original** copy of run8 to put the original simulator on a different monitor than your dispatch board (Hit F4 a few times until it moves to the screen you selected)

Join the same server session, and you are good to go.

Single Player Use:

Nearly the same, but you'll run a server on your original version of Run8, and connect to it with the Dispatch copy.

On your Original Copy of Run8:

Hit **F2**, **Host** tab, and host a session.



On your Dispatch Copy of Run8:

Hit **F2**, **Client** Tab, and join a server with an IP of 127.0.0.1



New content and product updates

Install all new content to your **original folder only**.

Install any updates such as Update 3 to your **original folder only**.

Whenever updates or new content are installed, install them to the original folder, THEN delete your SECOND copy of Run8, and then copy over the original one with all the new updates just as if you were following this guide for the first time.