
Subject: Re: [Bug report] Full screen bug on additional screens. (GNU/Linux)
Posted by [Klugier](#) on Mon, 29 Oct 2012 20:19:10 GMT
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Hello,

I have found solution for this bug. I have modified following file TopWinX11.cpp (CtrlCore):

```
void TopWindow::SyncSizeHints()
{
    GuiLock __;
    Size min = GetMinSize();
    Size max = GetMaxSize();
    if(!sizeable)
        min = max = GetRect().Size();
    Window w = GetWindow();
    if(w && (min != xminsize || max != xmaxsize)) {
        xminsize = min;
        xmaxsize = max;
        size_hints->min_width = min.cx;
        size_hints->min_height = min.cy;
        size_hints->max_width = max.cx;
        size_hints->max_height = max.cy;
        size_hints->flags = PMinSize; // <- THIS LINE
        XSetWMNormalHints(Xdisplay, w, size_hints);
    }
}
```

Instead of:

```
void TopWindow::SyncSizeHints()
{
    GuiLock __;
    Size min = GetMinSize();
    Size max = GetMaxSize();
    if(!sizeable)
        min = max = GetRect().Size();
    Window w = GetWindow();
    if(w && (min != xminsize || max != xmaxsize)) {
        xminsize = min;
        xmaxsize = max;
        size_hints->min_width = min.cx;
        size_hints->min_height = min.cy;
        size_hints->max_width = max.cx;
        size_hints->max_height = max.cy;
```

```
size_hints->flags = PMinSize|PMaxSize;  
XSetWMNormalHints(Xdisplay, w, size_hints);  
}  
}
```

Now it works great.

Sincerely,
Klugier
