
Subject: Re: Display problem with Splitter, GLCtrl and MenuBar
Posted by [mdelfede](#) on Tue, 06 May 2008 18:14:08 GMT
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Fixed, will post updated code in svn.

Quick fixes : In Core/X11DHCtrl.cpp, from line 341 :

```
case POSITION : // = 100,
case LAYOUTPOS : // = 101,
r = GetRectInParentWindow();
XGetGeometry(Xdisplay, top->window, &dummy, &x, &y, &width, &height, &border, &depth);
if( (x != r.left || y != r.top) && ((int)width == r.Width() && (int)height == r.Height()))
    XMoveWindow(Xdisplay, top->window, r.left, r.top);
else if( (x == r.left || y == r.top) && ((int)width != r.Width() || (int)height != r.Height()))
    XResizeWindow(Xdisplay, top->window, r.Width(), r.Height());
else if( (x != r.left || y != r.top || (int)width != r.Width() || (int)height != r.Height()))
    XMoveResizeWindow(Xdisplay, top->window, r.left, r.top, r.Width(), r.Height());

break;

default:
break;

} // switch(reason)
}

} // END DHCtrl::State()
```

and, in X11Wnd, from line 152 :

```
// Gets the rect inside the parent window
Rect Ctrl::GetRectInParentWindow(void) const
{
    Rect r = GetRect();
    Ctrl *q = parent;
    while(q)
    {
        if(q->top)
            break;
        r += q->GetRect().TopLeft();
        q = q->parent;
    }
    if(q)
        r += q->GetScreenView().TopLeft() - q->GetScreenRect().TopLeft() ;
}
```

```
return r;
```

```
}
```

```
// 01/12/2007 - END
```

Ciao

Max
