
Subject: Re: problems with splitter and layouts
Posted by [mdelfede](#) on Fri, 01 Aug 2008 18:54:32 GMT
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Well.... I'm becoming blind
Found the true bug, it was an bad '||' instead of '&&'.
Here the patched function...

```
// Synchronizes the native windows inside ctrls
void Ctrl::SyncNativeWindows(void)
{
    ArrayMap<Window, Ctrl::XWindow>& xwindows = Xwindow();
    for(int i = 0; i < xwindows.GetCount(); i++)
    {
        XWindow &xw = xwindows[i];
        Window w = xwindows.GetKey(i);
        if(xw.ctrl && xw.ctrl->parent && w)
        {
            Window dummy;
            int x, y;
            unsigned int width, height, border, depth;
            XGetGeometry(Xdisplay, w, &dummy, &x, &y, &width, &height, &border, &depth);
            Rect r = xw.ctrl->GetRectInParentWindow();
            if( (x != r.left || y != r.top) && ((int)width == r.Width() && (int)height == r.Height()))
                XMoveWindow(Xdisplay, w, r.left, r.top);
            ==>HERE else if( (x == r.left && y == r.top) && ((int)width != r.Width() || (int)height != r.Height()))
                XResizeWindow(Xdisplay, w, r.Width(), r.Height());
            else if( x != r.left || y != r.top || (int)width != r.Width() || (int)height != r.Height())
                XMoveResizeWindow(Xdisplay, w, r.left, r.top, r.Width(), r.Height());
        }
    }
}

} // END Ctrl::SyncNativeWindows()
```

Max