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Subject: X11 compiz issues & fixes

Posted by [mirek](#) on Sun, 25 Jan 2009 12:25:35 GMT

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There was a long existing bug of strangely and randomly missing (not painted) parts of windows when compiz is active.

Well, I have not found the real reason, although based on experiments I suspect that the bug is not in U++. However, I have found that the problem disappears when backpaint is active.

Therefore, I have made BackPaint active when compiz is present. That seems to have fixed the issue.

Also, I have fixed autorepeat combining in X11 (for some quite time, count in Key was always 1) and menu effects (disabled for compiz, as it has its own effects).

One thing I do not quite like is that for some reason, the reaction to user actions (e.g. typing) might have some weird "delayed" feel, although it is barely recognizable. Maybe it is only the problem of caret repainting... But any comments and clues there are welcome.

Well, that nominally fixes the first problem of X11 I was aware of. Second problem is wrong default font size in debian proper - any suggestions there are welcome.

Mirek

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