Subject: Compiz fix
Posted by kodos on Fri, 10 Apr 2009 15:32:02 GMT
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Hi,

I don't know how the standard settings are in other Linux distributions but at least in Ubuntu the standard settings for compiz is to use the Animation plugin, an they have different animations for top level windows and "other" windows (like popupmenus and other things). So for example if you open the file menu in TheIDE it looks weird. Compiz decides what animation it should use according to its type.

I have hacked a quick fix which works for me, but it isn't really nice, because I just set every window which is created with redirect==true to be a popup menu. I'm afraid I don't know how I could detect in the Create method which sort of window actually is created and set type correctly.

EDIT: The patch is for the CtrlCore/X11Wnd.cpp file
EDIT2: And a link which shows every type a WM should understand:
http://standards.freedesktop.org/wm-spec/1.4/ar01s05.html
A correct fix would probably use those types.

File Attachments
1) patch, downloaded 496 times