
Subject: Re: Compiz fix

Posted by [mirek](#) on Sat, 25 Apr 2009 09:13:02 GMT

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OK, thinking about the issue, maybe this patch might help:

```
case KeyPress:
pressed = true;
LLOG("event type:" << event->type << " state:" << event->xkey.state <<
    "keycode:" << event->xkey.keycode);
for(;;) {
    XEvent ev1[1], ev2[1];
    bool hasev2 = false;
    if(!IsWaitingEvent()) break;
    do
        XNextEvent(Xdisplay, ev1);
    while(ev1->type == NoExpose && IsWaitingEvent());
    LLOG("ev1 type:" << ev1->type << " state:" << ev1->xkey.state <<
        "keycode:" << ev1->xkey.keycode);
    if(ev1->type == KeyPress)
        *ev2 = *ev1;
    else {
        if(ev1->type != KeyRelease ||
            ev1->xkey.state != event->xkey.state ||
            ev1->xkey.keycode != event->xkey.keycode ||
            !IsWaitingEvent()) {
            XPutBackEvent(Xdisplay, ev1);
            break;
        }
        do
            XNextEvent(Xdisplay, ev2);
        while(ev2->type == NoExpose && IsWaitingEvent());
        LLOG("ev2 type:" << ev2->type << " state:" << ev2->xkey.state <<
            "keycode:" << ev2->xkey.keycode);
        hasev2 = true;
    }
    if(ev2->type != KeyPress ||
        ev2->xkey.state != event->xkey.state ||
        ev2->xkey.keycode != event->xkey.keycode) {
        if(hasev2)
            XPutBackEvent(Xdisplay, ev2);
        XPutBackEvent(Xdisplay, ev1);
        break;
    }
    else {
        XFilterEvent(ev1, None);
        if(hasev2)
```

```
    XFilterEvent(ev2, None);  
}  
count++;  
}  
case KeyRelease: {
```

Please try. (It is on svn too).

Mirek
