
Subject: Toggle FullScreen on X11

Posted by [oan1971](#) on Wed, 22 Dec 2010 11:54:07 GMT

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Hello Koldo,

I am no X11 expert at all, but the following seems to work on Linux. I guess that the window manager needs to support "Extended Window Manager Hints" (see [http://standards.freedesktop.org/wm-spec/wm-spec-latest.html #id2551694](http://standards.freedesktop.org/wm-spec/wm-spec-latest.html#id2551694)).

```
#include <CtrlLib/CtrlLib.h>
```

```
using namespace Upp;
```

```
class FullScreenTest : public TopWindow
{
public:
    typedef FullScreenTest CLASSNAME;
    FullScreenTest();
    virtual bool Key(dword key, int count);
    virtual void Paint(Draw& w);
    void SetFullScreen(bool b);
};
```

```
FullScreenTest::FullScreenTest()
{
    Title("FullScreenTest").Sizeable();
}
```

```
void FullScreenTest::Paint(Draw & w)
{
    Rect r = GetView();
    w.DrawRect(r, Blue);
}
```

```
bool FullScreenTest::Key(dword key, int count)
{
    if (key == K_F11)
        if (IsFullScreen())
            SetFullScreen(false);
        else
            SetFullScreen(true);
}
```

```
void FullScreenTest::SetFullScreen(bool b)
{
    Sizeable(!b);
}
```

```
FullScreen(b);
```

```
XEvent event;  
event.xclient.type = ClientMessage;  
event.xclient.serial = 0;  
event.xclient.send_event = true;  
event.xclient.message_type = XAtom("_NET_WM_STATE");  
event.xclient.window = GetWindow();  
event.xclient.format = 32;  
event.xclient.data.l[0] = b;  
event.xclient.data.l[1] = XAtom("_NET_WM_STATE_FULLSCREEN");  
event.xclient.data.l[2] = 0;  
event.xclient.data.l[3] = 0;  
event.xclient.data.l[4] = 0;
```

```
XSendEvent(Xdisplay, Xroot, false, SubstructureRedirectMask | SubstructureNotifyMask,  
&event);
```

```
if (b)  
    SetRect(0, 0, Xwidth, Xheight);  
}
```

```
GUI_APP_MAIN  
{  
    FullScreenTest().Run();  
}
```

Best regards,
Oliver
