Subject: Re: [BUG?] X11 (at least OSX) Menus displayed under TopWindow, owner=RootWindow
Posted by mirek on Fri, 28 Jan 2011 11:37:49 GMT

fudadmin wrote on Fri, 28 January 2011 00:41on OSX, as it has been mentioned in the forums, upp menus are shown.
I have found out that they are displayed under the application window and parent is desktop root window. Or popups are displayed miles away on top of other apps.

As a quick fix, I applied in X11Wnd.cpp

```
void Ctrl::Create0(Ctrl *owner, bool redirect, bool savebits)
{
...
 Window dad;
 if(IsPopUp())
 {
  dad = (owner->top)->window;
 }
 else
  dad = RootWindow(Xdisplay, Xscreenno);

 Window w = XCreateWindow(Xdisplay, dad,
                r.left, r.top, r.Width(), r.Height(),
                0, CopyFromParent, InputOutput, CopyFromParent,
                CWBitGravity|CWSaveUnder|CWOverrideRedirect|
                (IsCompositedGui() ? CWBackPixel : CWBackPixmap),
                &swa);
 if(!w) XError("XCreateWindow failed !");
...
```

also popup=true; before Create
the menus are displayed now but by the size of a window bar lower.

I guess that there is also a problem with focusCtrl.
Before I explore any deeper could someone tell:

Are menus supposed to have parent RootWindow(Xdisplay, Xscreenno); in upp?

Of course. Not possible to do this any other way. Parent clips content of its child, so if we want menus to extend "outside" its owner window, parent has to be RootWindow.

Quote:
void MenuBar::PopUp(Ctrl *owner, Point p, Size rsz)

```
{
 bool szcx = true;
 bool szcy = true;
 bool szx = false;
 bool szy = false;
 if(parentmenu) {
  if(parentmenu->IsChild())
   szcx = false;
  else
   szcy = false;
  WhenHelp = parentmenu->WhenHelp;
 }
 Rect r = GetWorkArea(p);
```

Rect r = the whole screen?

In most cases, yes.