
Subject: TopWindow::SerializePlacement () on dual-head display

Posted by [Tom1](#) on Mon, 07 Nov 2011 08:42:02 GMT

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Hi,

I'm having trouble using SerializePlacement() with a dual head display system. It always pulls windows stored on the secondary display (i.e. the right side display) to the primary display (i.e. left side) when restored.

I noticed changing the limit to use GetVirtualWorkArea() instead of GetWorkArea() rectifies this problem on Windows. (No idea what happens on Linux though.)

Anyway, would it be possible to have this changed in TopWindow.cpp::
TopWindow::SerializePlacement(Stream& s, bool reminimize): as follows:

```
if(s.IsLoading()) {  
    if(mn) rect = overlapped;  
    Rect limit = GetWorkArea();
```

To this:

```
if(s.IsLoading()) {  
    if(mn) rect = overlapped;  
    Rect limit = GetVirtualWorkArea();
```

Please?

Best regards,

Tom
