
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
