

---

Subject: Re: [Bug report] Full screen bug on additional screens. (GNU/Linux)

Posted by [Klugier](#) on Mon, 29 Oct 2012 21:01:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hello,

I am sorry. It is my fault. But in meantime, I have found another better solution (I don't know it's good, but it works):

CtrlPos.cpp:

```
Size Ctrl::GetMaxSize() const
{
    return GetVirtualScreenArea().Size();
}
```

Instead of:

```
Size Ctrl::GetMaxSize() const
{
    return GetVirtualWorkArea().Size();
}
```

Sincerely,  
Klugier

---