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

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

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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
