Subject: Re: [Bug report] Full screen bug on additional screens. (GNU/Linux)
Posted by mirek on Tue, 30 Oct 2012 17:09:58 GMT
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klugier wrote on Mon, 29 October 2012 17:01Hello,

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

OK, this sort of makes sense, but it looks like the real trouble is that we still do not deal with multiple screens correctly. We desperately need correct void Ctrl::GetWorkArea(Array<Rect>& out)
 implementation for Linux...

Mirek