Subject: [FIXED] Fixing X11 resizing issue. (Huge X11 quality improvement!!!)
Posted by Klugier on Sun, 30 Jun 2013 11:57:59 GMT
View Forum Message <> Reply to Message

Hello,

The main problem with U++ on X11 is windows resizing quality. When you resize window you can see white square arrtifacts. I have found solution for this issue.

Here is the patch code (CtrlCore/X11Wnd.cpp - Line 488)

```
Window w = XCreateWindow(Xdisplay, RootWindow(Xdisplay, Xscreenno),
                         r.left, r.top, r.Width(), r.Height(),
                         0, CopyFromParent, InputOutput, CopyFromParent,
                         CWBitGravity|CWSaveUnder|CWOverrideRedirect|
                         (IsCompositedGui() ? CWBackPixmap : CWBackPixel),
                         &swa);
```

What I really changed is one little line of code:

```
(IsCompositedGui() ? CWBackPixmap : CWBackPixel),
```

Insted of:

```
(IsCompositedGui() ? CWBackPixel : CWBackPixmap),
```

This patch will have huge impact on your experience with ultimate++ on X11, because it eliminates one of the most annoying bug.

Sincerely,
Klugier