
Subject: Re: [BUG & Patch] TopWindow::CenterRect under X11 may lead to crash!!!

Posted by [Klugier](#) on Sun, 01 Sep 2013 23:04:36 GMT

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Hello Mirek,

Thanks for update. The last bug from this branch concerns windows deformation. The recognition algorithm isn't perfect on X11 as you can see. Let's expand our algorithm! Here is new line (CtrlCore/X11Top.cpp - 242):

```
if (p.x + sz.cx <= wr.Width() && p.y + sz.cy <= wr.Height()) {
```

I enclose expanded source file.

P.S.

It is definitely end of improvement to TopWindow::CenterRect method under X11.

Sincerely,
Klugier

File Attachments

1) [X11Top.cpp](#), downloaded 295 times
