
Subject: Re: Fullscreen in linux
Posted by [Alboni](#) on Fri, 24 Jan 2014 19:04:10 GMT
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I was fighting with this also.

I got this working in debian (with gnome classic) and Windows

```
#include <CtrlLib/CtrlLib.h>

using namespace Upp;

#define LAYOUTFILE <MaximizeTest/MaximizeTest.lay>
#include <CtrlCore/lay.h>

class MaximizeTest : public WithMaximizeTestLayout<TopWindow> {
public:
    typedef MaximizeTest CLASSNAME;
    MaximizeTest()
    {
        CtrlLayoutCancel(*this, "Window title");
        Sizeable(); FullScreen();
        button<=<=THISBACK(DoPopup);
    }
    void DoPopup()
    {
        WithPopupLayout<TopWindow> dlg;
        CtrlLayoutCancel(dlg, "popup");
#ifdef PLATFORM_WIN32
        FrameLess().Maximize();
#endif
#ifdef _DEBUG
        dlg.TopMost();
#endif
    #else
        Hide(); dlg.OpenMain(); dlg.Sizeable(); dlg.FullScreen();
    #endif
        dlg.ExecuteCancel();
#ifdef PLATFORM_WIN32
        Show();
#endif
    }
};
```

```
GUI_APP_MAIN
{
```

```
MaximizeTest().Run();  
}
```

File Attachments

1) [MaximizeTest.tar.gz](#), downloaded 298 times
