
Subject: Re: How can I retrieve the current screen resolution?

Posted by [mirek](#) on Sun, 10 Sep 2006 16:47:24 GMT

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Obviously, a bug in docs. Now fixed.

As for ClickFocus, it is flag that governs whether focus should be moved to some widgets when they are clicked. U++ has non-standard, but I believe visually better behaviour here - if you e.g. click Button, Option or Switch, focus is not moved to them (why it should, focus is important for adjusting them by keyboard, which is not what you do when clicking them by mouse). By calling ClickFocus, you can activate the "standard" behaviour.

Most likely this function (and some similar as well) will be replaced by "Ch" flag.

BTW, in TopWindow.cpp is quite useful

```
void Maxisize(TopWindow& win, int screencxmax)
{
    if(Ctrl::GetWorkArea().Width() <= screencxmax)
        win.Maximize();
}
```

The intent is that most of my commercial apps are defined to run on 800x600 resolution, but can run on bigger screen as well. So if they are on 800x600, they start maximized (by Maxisize(app, 800)), on bigger resolution they are overlapped.

Mirek
