omari wrote on Fri, 06 March 2020 11:59

```
Rect Ctrl::GetPrimaryScreenArea()
{
 NSPoint mouseLoc = [NSEvent mouseLocation];
 NSEnumerator *screenEnum = [[NSScreen screens] objectEnumerator];
 NSScreen *screen;
 while ((screen = [screenEnum nextObject]) && !NSMouseInRect(mouseLoc, [screen frame],
NO));

 if(screen)
  return MakeScreenRect(screen, [screen frame]);
 return Rect(0, 0, 1024, 768);
}
```

Thanks for catching this.

Well, GetPrimaryScreenArea definitely is not supposed to depend on the mouse, moreover it must rather depend on window's position than on mouse pos.

That said, the correct fix is quite similar - new method GetScreenArea(Point), now in trunk...

Mirek