

Well, adding / removing monitor while app is running leads me here:

CtrlCore/GtkWnd.cpp:221

```
Rect Ctrl::GetVirtualWorkArea()
{
    GuiLock __;
    static Rect r;
    if(r.right == 0) {
        r = GetPrimaryWorkArea();
        Array<Rect> rc;
        GetWorkArea(rc);
        for(int i = 0; i < rc.GetCount(); i++)
            r |= rc[i];
    }
    return r;
}
```

```
Rect Ctrl::GetVirtualScreenArea()
{
    GuiLock __;
    static Rect r;
    if(r.right == 0) {
        gint x, y, width, height;
        gdk_window_get_geometry(gdk_screen_get_root_window(gdk_screen_get_default()),
                                &x, &y, &width, &height);
        r = SCL(x, y, width, height);
    }
    return r;
}
```

- we only load geometry once

pls try to replace it with

```
Rect Ctrl::GetVirtualWorkArea()
{
    GuiLock __;
    Rect r;
    r = GetPrimaryWorkArea();
    Array<Rect> rc;
```

```
GetWorkArea(rc);
for(int i = 0; i < rc.GetCount(); i++)
    r |= rc[i];
return r;
}
```

```
Rect Ctrl::GetVirtualScreenArea()
{
    GuiLock __;
    Rect r;
    gint x, y, width, height;
    gdk_window_get_geometry(gdk_screen_get_root_window(gdk_screen_get_default()),
                           &x, &y, &width, &height);
    r = SCL(x, y, width, height);
    return r;
}
```
