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Subject: SetRect "MegaRect" support...

Posted by [mirek](#) on Fri, 04 Oct 2024 13:06:45 GMT

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I have recently came upon a problem where Windows11 with multiple monitors is using very big virtual screen area, unfortunately to conserve the space, we support logical coordinates only between -16000 ... 16000. (BTW the problem manifested as misplaced menus, so if you ever seen something like that, this should fix).

One option to fix that would be to use more bits for coordinates, but after spending month to optimise sizeof(Ctrl) down to 104 bytes, I would hate to spoil that to 120... :)

So for now, I decided to only support "mega" positions of windows, meaning in SetRect(x, y, cx, cy), x and y can now be integers (and there is somewhat convoluted code to store them into packed attributes if necessary, which means this will not affect normal widgets). Size of window is still clamped to 16000, but that should not be an issue.

If you have a chance to test this, please do!

This is the commit:

<https://github.com/ultimatepp/ultimatepp/commit/d29055412b9ba2f5d3a78d4ba3ae3ee7260b2df2>

Also, this means there will be rc2 :(

Mirek

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