
Subject: Re: SetRect "MegaRect" support...
Posted by [Lance](#) on Mon, 14 Oct 2024 11:54:44 GMT
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I added a flag `flagDEBUGCODE`, manage to get it compile in release mode.

Now log file look like

Quote:

```
===== GtkDraw Ide : 0x7ffd65b32610
p->GetWndScreenRect() = [1920, 69] - [3840, 1080] : (1920, 1011)
p->GetWndScreenRect() = [1920, 69] - [3840, 1080] : (1920, 1011)
p->GetScreenView() = [1920, 129] - [3840, 1080] : (1920, 951)
p->GetScreenRect() = [1920, 69] - [3840, 1080] : (1920, 1011)
p->GetVirtualScreenArea() = [0, 0] - [3840, 1080] : (3840, 1080)
p->GetVirtualWorkArea() = [0, 0] - [3840, 1080] : (3840, 1080)
p->GetPrimaryWorkArea() = [1920, 32] - [3840, 1080] : (1920, 1048)
p->GetWorkArea() = [1920, 32] - [3840, 1080] : (1920, 1048)
work_area = [[1920, 32] - [3840, 1080] : (1920, 1048), [0, 0] - [1920, 1080] : (1920, 1080)]
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p->GetVirtualWorkArea() = [0, 0] - [3840, 1080] : (3840, 1080)
p->GetPrimaryWorkArea() = [1920, 32] - [3840, 1080] : (1920, 1048)
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```

I should be on the right track. I will update when a freeze occurs. Thanks!
