One first approach to solve this failure could be this.

```
void TopWindow::Maximize(bool effect)
{
  state = MAXIMIZED;
  // new lines added
  Rect r = Ctrl::GetWorkArea() ;
  SetFrameRect(r) ;
}
```

The problem to use this is that the window occupies all the screen available but its state is not maximized.

In order to be able to put the window in maximized way it is necessary to use a code like this

```
static void net_wm_state(const Ctrl* w, bool set, Atom one, Atom two = 0)
{

  XEvent e;
  e.xclient.type = ClientMessage;
  e.xclient.message_type = XAtom("_NET_WM_STATE");
  e.xclient.display = Xdisplay;
  e.xclient.window = w->GetWindow();
  e.xclient.format = 32;
  e.xclient.data.l[0] = set ? 1 : 0;
  e.xclient.data.l[1] = one;
  e.xclient.data.l[2] = two;
  e.xclient.data.l[3] = 0;
  e.xclient.data.l[4] = 0;
  XSendEvent(Xdisplay, Xroot, false, (SubstructureNotifyMask | SubstructureRedirectMask), &e);
}
void TopWindow::Maximize(bool effect)
{
  state = MAXIMIZED;
  net_wm_state(this, effect,
    XAtom("_NET_WM_STATE_MAXIMIZED_HORZ"),
    XAtom("_NET_WM_STATE_MAXIMIZED_VERT") ) ;
}
```

The bad thing of this code is that it requires that the X11 window exists... Good this is what I deduce nevertheless, because if I call this code in the constructor of my TopWindow does not do anything, but if I call it when the window already is, if that works well.

I had thought that in X11 something like the Windows WM_CREATE message would. I belivied

there was a ok place to do the maximize operation, but believe that my little knowledge of X11 do not give for more.