Subject: SetRect doesn't work correctly on GTK
Posted by Oblivion on Mon, 02 Sep 2019 10:15:58 GMT
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Hello,

SetRect doesn't seem to work correctly on GTK backend. (It works fine on X11).
Top-left position is always incorrect on below example (Tested on: Linux 5.2.9, GCC 9.1.0, Gnome 3.32.2)

```
#include <CtrlLib/CtrlLib.h>

using namespace Upp;

struct App : TopWindow {

 App() {
  SetRect(0, 0, 640, 480);
  Sizeable().Zoomable().CenterScreen();
 }

 bool Key(dword key, int count) override
 {
  Rect r = GetRect();

  if(key == K_UP)
   r.OffsetVert(-10);
  else
  if(key == K_DOWN)
   r.OffsetVert(10);
  else
  if(key == K_LEFT)
   r.OffsetHorz(-10);
  else
  if(key == K_RIGHT)
   r.OffsetHorz(10);
  else
  if(key == K_SPACE)
   r.right += 10; // See especially this. Even this one moves the window downwards on GTK.

  SetRect(r);
  return true;
 }
};
```

```
GUI_APP_MAIN
{
 App().Run();
}
```

Best regards,
Oblivion

Subject: Re: SetRect doesn't work correctly on GTK
Posted by mirek on Thu, 05 Sep 2019 07:50:04 GMT
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First of all, even when fixed, there is no guarantee that X11 manager will move the window where you expect.

But that aside, it seems to be fixed. The issue is interesting:

gdk_window_move_resize

has x, y, width, height parameters. However, while width/height are the client area size, x, y is position of topleft corner of window caption. Not really documented anywhere AFAIK....

Mirek

Subject: Re: SetRect doesn't work correctly on GTK
Posted by Oblivion on Thu, 05 Sep 2019 08:38:12 GMT
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Hello Mirek,

Thank you very much!

The problem seems to be fixed now.

By the way, there are DLOGs left in the code (Ctrl::SetWndRect and Ctrl::SetRect).

Best regards,
Oblivion