Subject: support for maximising on second monitor[FEATURE_REQUEST]
Posted by [nixnixnix](#) on Mon, 20 Aug 2007 20:30:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

I posted this as a bug in the IDE somewhere else. However, it also effects TopWindow when you try to maximise it on a second monitor. If the second monitor is a different shape to the first, TopWindow will not exceed either dimension of the first monitor display. Also, TopWindow will not exceed the dimensions of the first monitor if you try to drag it to cover more than one display at once. Linux and Windows both support multiple monitors with different resolutions so I believe this is a real issue.

Nick

p.s. I am more than willing to test any potential solutions.

Subject: Re: support for maximising on second monitor[FEATURE_REQUEST]
Posted by [mirek](#) on Mon, 20 Aug 2007 21:38:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

I agree. Any further informations and patches are highly welcome!

Subject: Re: support for maximising on second monitor[FEATURE_REQUEST]
Posted by [nixnixnix](#) on Tue, 21 Aug 2007 13:15:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

good point

There is definitely a limit somewhere (I can't find it) which is based on the first screen size and on not on the virtual screen but I do not understand why the win32 maximize calls don't work properly.

Anyway, will test on linux when I get a chance.

Nick

Subject: Re: support for maximising on second monitor[FEATURE_REQUEST]
Posted by [mirek](#) on Tue, 21 Aug 2007 18:09:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

OK, found possible cause.

Please, try simple experiment:

In CtrlCore/Win32Proc.cpp, commenout out the whole WM_GETMINMAXINFO case and report how maximize behaves...

Mirek

Subject: Re: support for maximising on second monitor[FEATURE_REQUEST]
Posted by nixnixnix on Tue, 21 Aug 2007 20:50:52 GMT
View Forum Message <> Reply to Message

Yup. That works perfectly

The top window now maximizes to the full extents of whichever screen it is mostly on. Also, it is not possible to span both screens by drag-resizing the window. This is as I believe it should be.

Thanks. Will this be in the next release or was there a reason for that case?

Nick

Subject: Re: support for maximising on second monitor[FEATURE_REQUEST]
Posted by mirek on Wed, 22 Aug 2007 08:55:08 GMT
View Forum Message <> Reply to Message

Slow down, it was just about identifying the problem. The real solution is a bit more complex and even involves changing Ctrl interface (minimally).

Anyway, it should be implemented now (thanks Tom!) and definitely will be available in the next release.

Mirek

Subject: Re: support for maximising on second monitor[FEATURE_REQUEST]
Posted by nixnixnix on Tue, 05 Jun 2012 23:09:41 GMT
View Forum Message <> Reply to Message

Hi Mirek,

Is it possible to allow windows to be dragged to cover more than one window?

I now believe the correct behaviour is to be zoomable to cover only one monitor but to be sizeable to cover the entire desktop by dragging.

Is there a flag to control this behaviour? It looks just now as if the maximum size for zooming is also the maximum size for sizing.

Cheers,

Nick

EDIT: comenting out the WM_GETMINMAXINFO block resuts in something very like the desired behaviour for my current app. Is there a way to disable this block without changing my version of the UPP code?

How about a flag called "limitless" where, if it set, that block doesn't do anything?

Subject: Re: support for maximising on second monitor[FEATURE_REQUEST]
Posted by mirek on Mon, 11 Jun 2012 10:56:50 GMT
View Forum Message <> Reply to Message

I guess that simply removing 'msz' out of process would do the trick, right?

Mirek

Subject: Re: support for maximising on second monitor[FEATURE_REQUEST]
Posted by nixnixnix on Mon, 11 Jun 2012 16:00:43 GMT
View Forum Message <> Reply to Message

Yes. I just tried

```
 case WM_GETMINMAXINFO:
  {
   MINMAXINFO *mmi = (MINMAXINFO *)lParam;
   Rect frmrc = Size(200, 200);
   ::AdjustWindowRect(frmrc, WS_OVERLAPPEDWINDOW, FALSE);
//   Size msz = Ctrl::GetWorkArea().Deflated(-frmrc.left, -frmrc.top,
//           frmrc.right - 200, frmrc.bottom - 200).GetSize();
//   Rect minr(Point(50, 50), min(msz, GetMinSize())));
//   Rect maxr(Point(50, 50), min(msz, GetMaxSize())));
   Rect minr(Point(50, 50), GetMinSize());
   Rect maxr(Point(50, 50), GetMaxSize());
   dword style = ::GetWindowLong(hwnd, GWL_STYLE);
   dword exstyle = ::GetWindowLong(hwnd, GWL_EXSTYLE);
   AdjustWindowRectEx(minr, style, FALSE, exstyle);
   AdjustWindowRectEx(maxr, style, FALSE, exstyle);
   mmi->ptMinTrackSize = Point(minr.Size());
   mmi->ptMaxTrackSize = Point(maxr.Size());
```

```
   LLOG("WM_GETMINMAXINFO: MinTrackSize = " << Point(mmi->ptMinTrackSize) << ",
MaxTrackSize = " << Point(mmi->ptMaxTrackSize));
   LLOG("ptMaxSize = " << Point(mmi->ptMaxSize) << ", ptMaxPosition = " <<
Point(mmi->ptMaxPosition));
  }
  return 0L;
```

and it seems to be the best all round. Can we make this the default behaviour please?

Nick

Subject: Re: support for maximising on second monitor[FEATURE_REQUEST]
Posted by mirek on Tue, 12 Jun 2012 10:52:07 GMT
View Forum Message <> Reply to Message

Done. Thanks.