Subject: Multidisplay support (in Windows).
Posted by mirek on Wed, 22 Aug 2007 08:59:34 GMT
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U++ should be now fixed to support multiple displays.

It comprises minor Ctrl interface changes and enhancements.

GetWorkArea is no more static, but returns the work area for the current widget (or its top-level window) - depends on what screen the widget is. If widget is not on any screen, it returns the work are of primary screen.

In addition, there are new static methods:

```
static Rect   GetVirtualWorkArea();
static Rect   GetVirtualScreenArea();
static Rect   GetPrimaryWorkArea();
static Rect   GetPrimaryScreenArea();
```

"Virtual" is the size of "sum" of all screens. "Primary" is about primary screen (where in Windows is start menu etc...).

"Screen" is the size of screen, while "Work" is the size of screen MINUS the tasklist etc...

Subject: Re: Multidisplay support (in Windows).
Posted by mirek on Wed, 22 Aug 2007 09:10:58 GMT
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P.S.: Once again, any help of reproducing this in Linux is highly welcome (now it just defaults to single screen).