Subject: Two monitor
Posted by darthspawn on Fri, 13 Feb 2009 13:20:56 GMT
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Hi to all!
I have two monitor and would be nice to work with TheIde expanded in all the window, but I can't.
Is possible to make this?
Thank you, and sorry for my english!

Sam

Subject: Re: Two monitor
Posted by mr_ped on Thu, 19 Mar 2009 09:34:21 GMT
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Mirek: please, please, I don't mind "maximize" to make the TheIDE window to fit only single monitor, but the limit during resizing non-maximized window is pain in ass.
Also I think this is not very old feature, I think a year ago I was able to enlarge TheIDE over both monitors, using |split to have the source side by side for comparison at two monitors? Or maybe I did run second instance of TheIDE?

Still a bug anyway, I don't understand why there's the resizing limit, other applications don't have it.

Subject: Re: Two monitor
Posted by mirek on Fri, 20 Mar 2009 09:10:16 GMT
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mr_ped wrote on Thu, 19 March 2009 05:34Mirek: please, please, I don't mind "maximize" to make the TheIDE window to fit only single monitor, but the limit during resizing non-maximized window is pain in ass.
Also I think this is not very old feature, I think a year ago I was able to enlarge TheIDE over both monitors, using |split to have the source side by side for comparison at two monitors? Or maybe I did run second instance of TheIDE?

Still a bug anyway, I don't understand why there's the resizing limit, other applications don't have it.

I guess it is a result of another bug-fix.

I would be happy if somebody has taken the time to fix the issue. I just hope it will not be me

Mirek

Subject: Re: Two monitor
Posted by rylek on Fri, 27 Mar 2009 22:04:59 GMT
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Hopefully fixed and posted on the SVN together with some other minor user requests like showing a local menu on the same monitor on which you have clicked. To make a quick fix of the window stretching bug without access to the live sources, just replace GetWorkArea in Ctrl::GetMaxSize with GetVirtualWorkArea.

Regards

Tomas

Subject: Re: Two monitor
Posted by darthspawn on Thu, 30 Apr 2009 08:21:45 GMT
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Is the version svn 951 (windows) that let me use TheIde in double monitor? because doesn't work. There is some option to check?
thanks!

(you missed me?)

Subject: Re: Two monitor
Posted by mirek on Thu, 30 Apr 2009 08:49:13 GMT
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darthspawn wrote on Thu, 30 April 2009 04:21Is the version svn 951 (windows) that let me use TheIde in double monitor? because doesn't work. There is some option to check?
thanks!

(you missed me?)

Why 951?

Current is 1114.

(You can search the changelog

http://code.google.com/p/upp-mirror/source/list

to check when it was fixed).

Mirek

Subject: Re: Two monitor
Posted by darthspawn on Thu, 30 Apr 2009 15:22:26 GMT
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Oh, rigth! i see the release from sourceforge and I download an old version! thanks

Sam

Subject: Two monitor on linux
Posted by piotr5 on Mon, 11 May 2009 11:18:36 GMT
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I have 2 monitors but I don't want to use them both in linux. therefore I have configured X to start up serperate servers for each monitor. all programs seem to work well with this split, but somehow upp doesn't obey the DISPLAY environment variable, and as a result starting theide on ":0.1" does bring up the ide on the monitor handled by ":0.0" except that all gtk-elements are missing. (I guess gtk does obey the DISPLAY variable, but can't find the window in the correct display where the widgets should be drawn). even compiling with NOGTK doesn't solve the problem -- theide does still start up on the wrong display.

this is a bug still existing in google-svn version from saturday.

Subject: Re: Two monitor on linux
Posted by mirek on Mon, 11 May 2009 11:27:19 GMT
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Weird.

The code is in

void InitX11Draw(const char *dispname)

and, at lest with GTK, we are using GTK code to initialise and use display from it.

Maybe you can check it a bit?

Subject: Re: Two monitor on linux
Posted by piotr5 on Wed, 20 May 2009 08:58:52 GMT
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thanks, I found the error. it's not the fault of InitX11Draw(const char *dispname) itself, but rather an error in the function with the same name called by it. there is a superfluous "int" declaring a local variable with the same name as a global one, and this variable is responsible for storing the screen-number. this way the global screen-number is never defined (and luckily defaults to zero). I

removed that "int" directive and it works!

Subject: Re: Two monitor on linux
Posted by mirek on Wed, 20 May 2009 12:08:02 GMT
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piotr5 wrote on Wed, 20 May 2009 04:58thanks, I found the error. it's not the fault of InitX11Draw(const char *dispname) itself, but rather an error in the function with the same name called by it. there is a superfluous "int" declaring a local variable with the same name as a global one, and this variable is responsible for storing the screen-number. this way the global screen-number is never defined (and luckily defaults to zero). I removed that "int" directive and it works!

Ops. Thanks.

Mirek