
Subject: [FIXED] Full screen bug on additional screens. (GNU/Linux)

Posted by [Klugier](#) on Wed, 26 Sep 2012 12:21:53 GMT

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Hello,

I found a bug in all u++ applications, I have compiled on my GNU/Linux (Kubuntu 12.04 amd64). The problem is with all "fullscreen" application. When I moved my window to the additional display and I would like to make this window stretched to all screen surface. I can not do this. The window is marked as a resize to maximum but it not fit to screen surface.

I enclose picture with this error.

Sincerely,

File Attachments

1) [doubleScreenBug.png](#), downloaded 520 times

Subject: Re: [Bug report] Full screen bug on additional screens. (GNU/Linux)

Posted by [mirek](#) on Mon, 01 Oct 2012 17:30:33 GMT

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klugier wrote on Wed, 26 September 2012 08:21Hello,

I found a bug in all u++ applications, I have compiled on my GNU/Linux (Kubuntu 12.04 amd64). The problem is with all "fullscreen" application. When I moved my window to the additional display and I would like to make this window stretched to all screen surface. I can not do this. The window is marked as a resize to maximum but it not fit to screen surface.

I enclose picture with this error.

Sincerely,

Unable to reproduce. I have noticed some minor problems with multimonitor setup in Linux (namely initial theide splash-screen is centered across both windows), but maximize seems to work OK.

Tested with Linux Mint Mate 12 and Intel graphics.

Subject: Re: [Bug report] Full screen bug on additional screens. (GNU/Linux)

Posted by [kohait00](#) on Wed, 10 Oct 2012 19:20:45 GMT

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i am currently setting up a linux mint box with upp ofcarse
and noticed some problems here too, with single monitor though..
theide starts up with half of the size, but mouse thinks everything is allright, and receives
commands at expected points as if maximized.

closing it and restarting gives a new sized theide, but still not the one needed. very seldom it
sturts right.

couldn't figure out why..

so i'm currently stuck with win7, though i'd like to code in linux

Subject: Re: [Bug report] Full screen bug on additional screens. (GNU/Linux)

Posted by [mirek](#) on Wed, 10 Oct 2012 19:28:58 GMT

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kohait00 wrote on Wed, 10 October 2012 15:20i am currently setting up a linux mint box with upp
ofcarse

and noticed some problems here too, with single monitor though..
theide starts up with half of the size, but mouse thinks everything is allright, and receives
commands at expected points as if maximized.

Cinnamon?

I have experienced this bug, and unfortunately I am 98% confident it is Cinnamon bug. I do not
even know how to provide a good workaround. I have filed it in Cinnamon bug tracker.

http://www.ultimatepp.org/forum/index.php?t=msg&goto=371_27&&srch=cinnamon#msg_37127

One workaround that works is to add Sleep(1000) before maximize so that animation runs it
course before maximize is issued, but that is just too plain ugly. Other than that, cinnamon WM
gives no clue about when calling Maximize is safe (of course, it should be safe at all times
anyway..).

Now running MATE and been happier than ever

Mirek

Subject: Re: [Bug report] Full screen bug on additional screens. (GNU/Linux)

Posted by [kohait00](#) on Wed, 10 Oct 2012 19:30:03 GMT

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yea, it's cinnamon, damn it!!

gonna switch to MATE for upp sake...

Subject: Re: [Bug report] Full screen bug on additional screens. (GNU/Linux)
Posted by [mirek](#) on Wed, 10 Oct 2012 19:35:07 GMT

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For reference...

<https://github.com/linuxmint/Cinnamon/issues/1068>

Subject: Re: [Bug report] Full screen bug on additional screens. (GNU/Linux)
Posted by [Klugier](#) on Mon, 29 Oct 2012 20:19:10 GMT

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Hello,

I have found solution for this bug. I have modified following file TopWinX11.cpp (CtrlCore):

```
void TopWindow::SyncSizeHints()
{
    GuiLock __;
    Size min = GetMinSize();
    Size max = GetMaxSize();
    if(!sizeable)
        min = max = GetRect().Size();
    Window w = GetWindow();
    if(w && (min != xminsize || max != xmaxsize)) {
        xminsize = min;
        xmaxsize = max;
        size_hints->min_width = min.cx;
        size_hints->min_height = min.cy;
        size_hints->max_width = max.cx;
        size_hints->max_height = max.cy;
        size_hints->flags = PMinSize; // <- THIS LINE
        XSetWMNormalHints(Xdisplay, w, size_hints);
    }
}
```

Instead of:

```
void TopWindow::SyncSizeHints()
```

```
{  
    GuiLock __;  
    Size min = GetMinSize();  
    Size max = GetMaxSize();  
    if(!sizeable)  
        min = max = GetRect().Size();  
    Window w = GetWindow();  
    if(w && (min != xminsize || max != xmaxsize)) {  
        xminsize = min;  
        xmaxsize = max;  
        size_hints->min_width = min.cx;  
        size_hints->min_height = min.cy;  
        size_hints->max_width = max.cx;  
        size_hints->max_height = max.cy;  
        size_hints->flags = PMinSize|PMaxSize;  
        XSetWMNormalHints(Xdisplay, w, size_hints);  
    }  
}
```

Now it works great.

Sincerely,
Klugier

Subject: Re: [Bug report] Full screen bug on additional screens. (GNU/Linux)
Posted by [mirek](#) on Mon, 29 Oct 2012 20:35:18 GMT

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Any rational for this change? I am afraid that this would invalidate GetMaxSize purpose...

Mirek

Subject: Re: [Bug report] Full screen bug on additional screens. (GNU/Linux)
Posted by [Klugier](#) on Mon, 29 Oct 2012 21:01:19 GMT

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Hello,

I am sorry. It is my fault. But in meantime, I have found another better solution (I don't know it's good, but it works):

CtrlPos.cpp:

```
Size Ctrl::GetMaxSize() const
{
    return GetVirtualScreenArea().Size();
}
```

Instead of:

```
Size Ctrl::GetMaxSize() const
{
    return GetVirtualWorkArea().Size();
}
```

Sincerely,
Klugier

Subject: Re: [Bug report] Full screen bug on additional screens. (GNU/Linux)

Posted by [nlneilson](#) on Tue, 30 Oct 2012 15:27:37 GMT

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I don't know if this directly related as this is for just a single screen.

nlneilson wrote on Sun, 08 July 2012 11:45When TheIDE is opened or started the file and even the place in that file is saved for the next time it is opened.

Is there a way to have TheIDE open where it is not in the full screen mode?

That was back in July and it is still the same after many updates of u++
5494 always opens the IDE in full screen

The box that opens to pick the package can be moved and that is saved.

Subject: Re: [Bug report] Full screen bug on additional screens. (GNU/Linux)

Posted by [mirek](#) on Tue, 30 Oct 2012 17:08:16 GMT

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nlneilson wrote on Tue, 30 October 2012 11:27I don't know if this directly related as this is for just a single screen.

nlneilson wrote on Sun, 08 July 2012 11:45When TheIDE is opened or started the file and even the place in that file is saved for the next time it is opened.

Is there a way to have TheIDE open where it is not in the full screen mode?

That was back in July and it is still the same after many updates of u++
5494 always opens the IDE in full screen
The box that opens to pick the package can be moved and that is saved.

This is by design... (but I guess we can argue otherwise)

Mirek

Subject: Re: [Bug report] Full screen bug on additional screens. (GNU/Linux)
Posted by [mirek](#) on Tue, 30 Oct 2012 17:09:58 GMT

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klugier wrote on Mon, 29 October 2012 17:01Hello,

I am sorry. It is my fault. But in meantime, I have found another better solution (I don't know it's good, but it works):

CtrlPos.cpp:

```
Size Ctrl::GetMaxSize() const
{
    return GetVirtualScreenArea().Size();
}
```

Instead of:

```
Size Ctrl::GetMaxSize() const
{
    return GetVirtualWorkArea().Size();
}
```

Sincerely,
Klugier

OK, this sort of makes sense, but it looks like the real trouble is that we still do not deal with multiple screens correctly. We desperately need correct void Ctrl::GetWorkArea(Array<Rect>& out) implementation for Linux...

Mirek

Subject: Re: [Bug report] Full screen bug on additional screens. (GNU/Linux)

Posted by [mirek](#) on Tue, 30 Oct 2012 17:38:37 GMT

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Patch accepted. Thank you for investigating and fixing this...

Mirek
