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Subject: [contribution request] Linux multimonitor XRANDR support

Posted by [mirek](#) on Mon, 01 Oct 2012 18:53:21 GMT

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While U++ seems to work with multiple monitors quite OK at least for my configuration, it would be nice to have a little bit better support.

Ctrl has a couple of static methods dealing with multiple monitors:

```
static Rect  GetVirtualWorkArea();
static Rect  GetVirtualScreenArea();
static Rect  GetPrimaryWorkArea();
static Rect  GetPrimaryScreenArea();
static void  GetWorkArea(Array<Rect>& rc);
static Rect  GetWorkArea(Point pt);
```

which are properly implemented for Win32, but X11 implementation is just a simple stub which uses simple screen size as single monitor.

It would be nice to have proper implementation of these. I might do it in time, but as this is quite isolated issue, contribution would be appreciated.

To my knowledge, this will need some queries to XRANDR and some `_NET_WM_STRUT_PARTIAL` handling. Useful piece of code can be here:

[http://qt.gitorious.org/qt/qt/merge\\_requests/2632](http://qt.gitorious.org/qt/qt/merge_requests/2632)

Mirek

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