Subject: [contribution request] Linux multimonitor XRANDR support
Posted by mirek on Mon, 01 Oct 2012 18:53:21 GMT

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

Mirek