Subject: [BUG] Ctrl::GetDefaultWindowRect on X11 dosen't recognize multi monitor mode.
Posted by Klugier on Mon, 11 Nov 2013 21:47:26 GMT
View Forum Message <> Reply to Message

Hello,

In my last post on the forum I was writing about unatural window width. Now, I know what causes this issue. The problem is that I use two monitors and function Ctrl::GetDefaultWindowRect() on X11 dosen't support them. I modified this function using Xinerama extension:

```
Vector<Rect> FindScreensResolution()
{
 Vector<Rect> screens;
 int event, error;

 if(XineramaQueryExtension(Xdisplay, &event, &error)) {
  if(XineramaIsActive(Xdisplay)) {
   int screensNumber = 0;
   XineramaScreenInfo* info = XineramaQueryScreens(Xdisplay, &screensNumber);
   for(int i = 0; i < screensNumber; i++)
    screens.Add(Rect(info[i].x_org, info[i].y_org, info[i].x_org + info[i].width, info[i].y_org +
info[i].height));
   XFree(info);
  }
 }
 return screens;
}

Rect Ctrl::GetDefaultWindowRect()
{
 GuiLock __;
 int width  = Xwidth;
 int height = Xheight;

 Vector<Rect> screens = FindScreensResolution();
 for(int i = 0; i < screens.GetCount(); i++) {
  if(width > screens[i].Width()) {
   width = screens[i].Width();
  }
  if(height > screens[i].Height()) {
   height = screens[i].Height();
  }
 }

 static int pos = min(width / 10, 50);
 pos += 10;
```

```
 int cx = width * 2 / 3;
 int cy = height * 2 / 3;
 if(pos + cx + 50 > width || pos + cy + 50 > height)
  pos = 0;
 return RectC(pos + 20, pos + 20, cx, cy);
}
```

I enclose improved sorce files(CtrlCore - X11App.cpp, X11Gui.h - Xinerama header).

P.S.
* The algorith works on the principle: "the smallest screen is optimal".
* It doesn't change single monitor behavior

Sincerely,
Klugier

File Attachments

1) X11Gui.h, downloaded 522 times
2) X11App.cpp, downloaded 759 times