
Subject: [BUG] Ctrl::GetDefaultWindowRect on X11 dosen't recognize multi monitor mode.

Posted by [Klugier](#) on Mon, 11 Nov 2013 21:47:26 GMT

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Hello,

In my last post on the forum I was writing about unnatural 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 source files(CtrlCore - X11App.cpp, X11Gui.h - Xinerama header).

P.S.

* The algorithm works on the principle: "the smallest screen is optimal".

* It doesn't change single monitor behavior

Sincerely,
Klugier

File Attachments

- 1) [X11Gui.h](#), downloaded 289 times
 - 2) [X11App.cpp](#), downloaded 542 times
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