U++ - Bug #24

Maximize/minimize behavior wrong

01/31/2011 03:53 PM - Jan Dolinár

Status: Start date: 01/31/2011 Rejected **Priority:** Normal Due date: Assignee: % Done: 0% **Estimated time:** Category: 0.00 hour Target version: Spent time: 0.00 hour

Description

TopWindow max/minimization works in different way than any other application.

How to reproduce:

Open window -> normal state

Maximize window -> maximized

Minimize it -> minimized

Restore it -> normal state (expected maximized)

Solution would require to have "maximized" and "minimized" instead of current single "state" property.

If this is confirmed to be a bug I can prepare a patch.

History

#1 - 01/31/2011 06:43 PM - Jan Dolinár

Solution would require to have "maximized" and "minimized" instead of current single "state" property.

Thinking about it more, nicer solution is to have enum{MAXIMIZED=1, MINIMIZED=2} and use state as bitfield. If declared as "byte state:2" at correct position, we can even save one byte per TopWindow;-)

#2 - 02/16/2011 03:40 PM - Sender Ghost

Jan Dolinár wrote:

TopWindow max/minimization works in different way than any other application.

I can confirm this bug on FreeBSD 8.1, Xorg 7.5, XFCE 4.6.2, TheIDE r3212, but with some different behaviour (on last stage). Instead of restoring the window, close it from panel menu (near system tray). After start, TheIDE window will not restore maximized state.

Also, when application window closed in maximized state it not restores its sizes after.

#3 - 03/05/2011 09:16 PM - Jan Dolinár

- Status changed from New to Rejected

I can't reproduce the behavior described above anymore... It seems like it was actually a glitch in my window manager and that it was fixed already.

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