

## U++ - Feature #528

### To set public GetWndScreenRect()

09/30/2013 09:00 AM - Iñaki Zabala

|  |              |                        |            |
|--|--------------|------------------------|------------|
| <b>Status:</b>   | Rejected     | <b>Start date:</b>     | 09/30/2013 |
| <b>Priority:</b>   | Normal       | <b>Due date:</b>       |            |
| <b>Assignee:</b>   | Iñaki Zabala | <b>% Done:</b>         | 0%         |
| <b>Category:</b>   | CtrlCore     | <b>Estimated time:</b> | 0.00 hour  |
| <b>Target version:</b>   |              | <b>Spent time:</b>     | 0.00 hour  |
| <b>Description</b>   |              |                        |            |
| Now GetWndScreenRect() is private.   |              |                        |            |
| However that is the only function to get the window rectangle with the frame included. |              |                        |            |

#### History

##### #1 - 10/07/2013 09:50 AM - Miroslav Fidler

- Assignee changed from Miroslav Fidler to Iñaki Zabala

Problem is that it is not implemented in X11... (and it is not trivial to do so; there are some extensions to X11 that enable that, unfortunately they do not work consistently with all windows managers...)

##### #2 - 10/07/2013 04:49 PM - Iñaki Zabala

- Status changed from New to Rejected

Well, it is not a priority. We do not need it.