
Subject: Re: SDL packages

Posted by [koldo](#) on Sat, 27 Nov 2010 21:31:57 GMT

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Hello all

This is the problem with Fullscreen in Linux:

The reason is that in SDLCtrl example, FullScreen().Run() is called from another TopWindow, so Fullscreen window is really opened under the main window. See this:

.FullScreen().Run(); --->

```
int TopWindow::Run(bool appmodal)
{
...
if(!IsOpen())
    Open(); --->
```

```
void TopWindow::Open()
{
    GuiLock __;
    Open(GetActiveWindow()); --->
}
```

```
Ctrl *Ctrl::GetActiveWindow()
{
    GuiLock __;
    Ctrl *q = GetActiveCtrl();
    return q ? q->GetTopWindow() : NULL;
}
```

Doing for example Open(NULL); solves the problem. Or, is it necessary that GetActiveCtrl() call GetTopWindow() ?

File Attachments

1) [Screen.png](#), downloaded 917 times

