

Ryzom - Bug # 1055

Status:	Rejected	Priority:	Normal
Author:	rti	Category:	OS: Mac
Created:	08/05/2010	Assignee:	
Updated:	08/05/2010	Due date:	
Subject:	X11 switch to fullscreen broken		
Description			
On Mac X11, fullscreen mode was never working. But now, the window disappears completely when trying to switch to fullscreen. The following output is generated: <pre>Thu Aug 5 00:56:57 shilver.fritz.box ryzom_client[50926] <Error>: kCGErrorIllegalArgument: CGSGetWindowBounds Thu Aug 5 00:56:57 shilver.fritz.box ryzom_client[50926] <Error>: kCGErrorFailure: Set a breakpoint @ CGErrorBreakpoint() to catch errors as they are logged. Thu Aug 5 00:56:57 shilver.fritz.box ryzom_client[50926] <Error>: kCGErrorIllegalArgument: CGSGetSurfaceBounds Thu Aug 5 00:56:57 shilver.fritz.box ryzom_client[50926] <Error>: kCGErrorIllegalArgument: CGSBindSurface: Invalid window 0x3bc6 Thu Aug 5 00:56:57 shilver.fritz.box ryzom_client[50926] <Error>: kCGErrorIllegalArgument: CGSBindSurface: Invalid window 0x3bc6 Thu Aug 5 00:56:57 shilver.fritz.box ryzom_client[50926] <Error>: kCGErrorIllegalArgument: CGSBindSurface: Invalid window 0x3bc6 Thu Aug 5 00:56:57 shilver.fritz.box ryzom_client[50926] <Error>: unknown error code: invalid drawable Thu Aug 5 00:56:57 shilver.fritz.box ryzom_client[50926] <Error>: kCGErrorIllegalArgument: CGSGetWindowBounds Thu Aug 5 00:56:57 shilver.fritz.box ryzom_client[50926] <Error>: kCGErrorIllegalArgument: CGSGetSurfaceBounds Thu Aug 5 00:56:57 shilver.fritz.box ryzom_client[50926] <Error>: kCGErrorIllegalArgument: CGSBindSurface: Invalid window 0x3bc6 Thu Aug 5 00:56:57 shilver.fritz.box ryzom_client[50926] <Error>: kCGErrorIllegalArgument: CGSBindSurface: Invalid window 0x3bc6 Thu Aug 5 00:56:57 shilver.fritz.box ryzom_client[50926] <Error>: kCGErrorIllegalArgument: CGSBindSurface: Invalid window 0x3bc6 Thu Aug 5 00:56:57 shilver.fritz.box ryzom_client[50926] <Error>: unknown error code: invalid drawable</pre> Maybe this is related the recent addition in CDriverGL::saveScreenMode(): <pre>// hide window (hack to avoid black window bug) if (_win) XUnmapWindow(_dpy, _win);</pre>			

History

#1 - 08/05/2010 01:05 am - rti

BTW, the same issue arises before my recent mode setting changes with revisions like r593. :)

I am really not sure whether it is worth debugging and fixing/hacking around it, since cocoa support is getting more and more mature on Mac OS X. What do you think?

#2 - 08/05/2010 08:39 am - kervala

I think we should disable (not use) X11 for Mac anymore so it will be easier to maintain :)

Do you think we could make that NL_OS_MAC is always using COCOA ?

Like this :

```
#if defined(NL_OS_WINDOWS)
```

```
// win32 stuff
```

```
#elif defined(NL_OS_MAC)
```

```
// cocoa stuff
```

```
#elif defined(NL_OS_UNIX)
```

```
// X11 stuff
```

```
#endif
```

#3 - 08/05/2010 12:51 pm - rti

- *Status changed from New to Rejected*

Rejecting this issue in favor of #1059