

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	<p>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:</p> <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> <p>Maybe this is related the recent addition in CDriverGL::saveScreenMode():</p> <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 - kerval

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