

Quassel IRC - Bug #1224

Main window does not restore size on Mac (10.6) - gets shorter every time it runs

05/23/2013 01:05 AM - a1291762

Status:	New	Start date:	05/23/2013
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:	Quassel GUI (Qt)	Estimated time:	0.00 hour
Target version:		OS:	Mac OS X
Version:	0.9-pre		
Description			
<p>I have a Mac running 10.6. I had this problem with an old 0.7.x build that I was using before (was using it because newer official builds don't run on 10.6 - not sure if they're supposed to or not). Anyway, I wanted to upgrade to 0.9.0 so I built it from source using the official Qt 4.7.4 packages that were installed on my system and the bug persists so I figured I'd report it.</p> <p>It shouldn't make a difference but I use the regular client. Not the monolithic client.</p> <p>Steps to reproduce:</p> <ol style="list-style-type: none">1) Launch Quassel (with a non-maximized window).2) Quit Quassel.3) Launch Quassel. <p>Expected result:</p> <p>Window should be restored to the same size and position on the second launch.</p> <p>Actual result:</p> <p>Window is restored to the same position but is shorter. Approximately one title bar height shorter (or maybe a status bar height?).</p> <p>Since I had the code on my machine in order to build it, I took a look to see what I could find. I found... nothing obvious. Debug statements revealed that the first <code>resizeEvent</code> is called with a size that is shorter than it should be but why that's happening, I cannot say. I did find a workaround that I'm now using but it's a bit of a hack. I would upload a patch but... I'm on the wrong computer now so maybe later. It's not too complicated though so I'll describe it.</p> <p>My workaround is to suppress the initial (incorrect) resize event and explicitly resize the window again. This causes a new resize event to be delivered with the correct size.</p> <p>The code in <code>resizeEvent</code> looks something like this:</p> <pre>if (firstResize) { firstResize = false; resize(_normalSize); return; }</pre> <p>Actually, before I settled on this, I removed the use of <code>saveGeometry/restoreGeometry</code> (which I've never liked) in favour of <code>move+resize</code> (ie. I removed the "maximized" conditional everywhere). It turns out this did not help the situation but it does demonstrate more clearly that the size passed to <code>resize</code> is different to the size that arrives in the first <code>resizeEvent</code>.</p> <p>I tried searching but did not find anyone else reporting this issue so maybe it's somehow specific to my OS/Qt/install somehow. It certainly feels like maybe something in Qt. I would upgrade it but official Qt packages do not support co-installation (boo) and I have apps that break under 4.8 so... I'll live with my workaround for now.</p>			
Related issues:			
Related to Quassel IRC - Bug #1116: Hiding main toolbar on OSX not persistent		Feedback	10/25/2011

History

#1 - 01/15/2014 12:08 PM - lozdz

This is happening to me too, really annoying. Can I have your patched version? :)

#2 - 06/08/2014 02:42 AM - rapidDazz

Still happening in v0.10.0 (git-575f27e*). On Mavericks.