

## Unagi Compositing Manager - Bug #17

### expose ignores window shape (and most likely "real" transparency)

02/14/2010 10:45 AM - Uli Schlachter

<b>Status:</b>	Assigned	<b>Start date:</b>	02/14/2010
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Arnaud Fontaine	<b>% Done:</b>	0%
<b>Category:</b>	Plugin	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	0.4		
<b>Description</b>			
If you open xeyes and press F12, behind the xeyes window there is a scaled down version of the background image.			
This might be fixed by using XRender for scaling windows, I think (feel free to correct me).			

#### History

##### #1 - 03/18/2010 08:04 PM - Arnaud Fontaine

- Category set to Plugin
- Assignee set to Arnaud Fontaine
- Target version set to 0.2
- Category set to Plugin
- Assignee set to Arnaud Fontaine
- Target version set to 0.2

##### #2 - 09/22/2011 05:49 AM - Arnaud Fontaine

- % Done changed from 0 to 90

##### #3 - 09/22/2011 05:57 AM - Arnaud Fontaine

- Target version changed from 0.2 to 0.3
- % Done changed from 90 to 0

Thanks for the tip. Now that I have some time, I will look at that, but that should be perhaps related to issue [#19](#) that I have just fixed in my local repository and which will be pushed very soon.

##### #4 - 09/28/2011 11:06 AM - Arnaud Fontaine

- Status changed from New to Closed
- % Done changed from 0 to 100

##### #5 - 09/28/2011 11:10 AM - Arnaud Fontaine

- % Done changed from 100 to 0

##### #6 - 09/28/2011 11:26 AM - Arnaud Fontaine

- Status changed from Closed to Assigned

##### #7 - 01/05/2012 04:21 AM - Arnaud Fontaine

- Target version changed from 0.3 to 0.4