

Unagi Compositing Manager - Bug #32

Repaint bug with ontop windows

02/05/2012 06:33 PM - Marc Dequènes

Status:	Closed	Start date:	02/05/2012
Priority:	High	Due date:	
Assignee:	Arnaud Fontaine	% Done:	100%
Category:	Core	Estimated time:	0.00 hour
Target version:	0.3		
Description			
Using awesome+shift, i'm matching dialog windows to assign them properties, like floating. I decided to add the skip_taskbar and ontop properties recently, and i got a bad behavior while using Unagi (which disappear as soon as i stop Unagi): the ontop window is hidden as soon as it loses focus. Using Emacs i was able to unhide the window when moving the mouse where the window should have been (beware i use sloppy focus), but with Thunar i cannot recover the window unless i stop Unagi.			

Associated revisions

Revision 89cc73e9 - 02/05/2012 03:15 PM - Arnaud Fontaine

Revert "If a window is opaque, avoid painting occluded area (refs #22)." (closes #32, #33).

This reverts commit 0791eda9be829668cb806ea9c9fc80beef8d2310 which is completely wrong as the windows are painted from the bottom to the top of the stack.

History

#1 - 02/06/2012 03:58 AM - Arnaud Fontaine

- Category set to Core
- Assignee set to Arnaud Fontaine
- Target version set to 0.3

#2 - 02/06/2012 05:51 AM - Arnaud Fontaine

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

Applied in changeset [89cc73e9b3631cbc7983696a7ea3203f3964e15d](#).