

## subtle - Bug #203

### Gravity calculation issue

05/12/2011 11:08 PM - Lasse Christensen

<b>Status:</b>	Fixed	<b>Start date:</b>	05/12/2011
<b>Priority:</b>	Urgent	<b>Due date:</b>	
<b>Assignee:</b>	Christoph Kappel	<b>% Done:</b>	100%
<b>Category:</b>	Bugfix	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	Nu		
<b>Description</b>			
This issue was first reported by dwfreed, and confirmed by lchr and unexist on IRC.			
Using a 1680x1050 screen with a 17px top panel and 1033px of vertical space results in the following output from subtler -el:			
0 0 x 17 1680 + 1033			
Setting up four windows with 25% height and placing them at y-values of 0, 25, 50, and 75 results in the following subtler -cl output:			
1 4 x 21 + 1672 + 250			
1 4 x 214 + 1672 + 250			
1 4 x 408 + 1672 + 250			
1 4 x 602 + 1672 + 250			
The y-values are 21, 214, 408, and 602, which is incorrect given the gravities specified. The fourth window should (by my quick math, which may be inaccurate) be defined as:			
1 4 x 796 + 1672 + 250			

### History

#### #1 - 05/12/2011 11:13 PM - Lasse Christensen

Whoops, that calculation IS wrong; I was calculating the position of a window placed at gravity [0, 88, 100, 25]. For an y-value of 75, the window should be:

1 4 x 646 + 1672 + 250

#### #2 - 05/12/2011 11:25 PM - Lasse Christensen

Ah, a final note:

I know you don't need me to calculate the correct placement. I was just trying to figure out if I had understood the problem correctly.

#### #3 - 05/13/2011 12:37 AM - Christoph Kappel

- Target version set to Nu

- Assignee set to Non member users

#### #4 - 05/13/2011 11:47 PM - Christoph Kappel

- % Done changed from 0 to 100

- Status changed from Unconfirmed to Fixed

Applied in changeset [503e5e44ceae](#).

### Files

