

subtle - Bug #203

Gravity calculation issue

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

Status:	Fixed	Start date:	05/12/2011
Priority:	Urgent	Due date:	
Assignee:	Christoph Kappel	% Done:	100%
Category:	Bugfix	Estimated time:	0.00 hour
Target version:	Nu		

Description

This issue was first reported by dwfrees, 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

