

Freeciv - Feature #874767

Sticky Gameplay Window

2020-05-23 07:28 AM - John Robertson

Status:	New	Start date:	
Priority:	Normal	Due date:	
Assignee:	John Robertson	% Done:	50%
Category:	gui-gtk-3.22	Estimated time:	0.00 hour
Sprint/Milestone:	3.2.0		
Description			
For any user, remember the size and positioning of the main gameplay window.			

History

#1 - 2020-05-23 07:39 AM - John Robertson

- File 874767-StickyGamePlayWindow-master(gtk3.22).patch added

If interested please code review and critique. My longer term goal is to incrementally add stickiness to the other top level windows one after another, including column order and sorting (e.g. the cities window).

#2 - 2020-05-23 08:06 AM - John Robertson

This draft replaces the initial maximized state of the gameplay window, ... I will add support for sticky maximization back in with (I hope) the ability to remember the display used for maximization for users with multiple monitors.

Files

874767-StickyGamePlayWindow-master(gtk3.22).patch	35.3 KB	2020-05-23	John Robertson
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