

## Quassel IRC - Bug #1224

### Main window does not restore size on Mac (10.6) - gets shorter every time it runs

05/23/2013 01:05 AM - a1291762

<b>Status:</b>	New	<b>Start date:</b>	05/23/2013
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>	Quassel GUI (Qt)	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>		<b>OS:</b>	Mac OS X
<b>Version:</b>	0.9-pre		
<b>Description</b>			
<p>I have a Mac running 10.6. I had this problem with an old 0.7.x build that I was using before (was using it because newer official builds don't run on 10.6 - not sure if they're supposed to or not). Anyway, I wanted to upgrade to 0.9.0 so I built it from source using the official Qt 4.7.4 packages that were installed on my system and the bug persists so I figured I'd report it.</p> <p>It shouldn't make a difference but I use the regular client. Not the monolithic client.</p> <p>Steps to reproduce:</p> <ol style="list-style-type: none"><li>1) Launch Quassel (with a non-maximized window).</li><li>2) Quit Quassel.</li><li>3) Launch Quassel.</li></ol> <p>Expected result:</p> <p>Window should be restored to the same size and position on the second launch.</p> <p>Actual result:</p> <p>Window is restored to the same position but is shorter. Approximately one title bar height shorter (or maybe a status bar height?).</p> <p>Since I had the code on my machine in order to build it, I took a look to see what I could find. I found... nothing obvious. Debug statements revealed that the first <code>resizeEvent</code> is called with a size that is shorter than it should be but why that's happening, I cannot say. I did find a workaround that I'm now using but it's a bit of a hack. I would upload a patch but... I'm on the wrong computer now so maybe later. It's not too complicated though so I'll describe it.</p> <p>My workaround is to suppress the initial (incorrect) resize event and explicitly resize the window again. This causes a new resize event to be delivered with the correct size.</p> <p>The code in <code>resizeEvent</code> looks something like this:</p> <pre>if (firstResize) {     firstResize = false;     resize(_normalSize);     return; }</pre> <p>Actually, before I settled on this, I removed the use of <code>saveGeometry/restoreGeometry</code> (which I've never liked) in favour of <code>move+resize</code> (ie. I removed the "maximized" conditional everywhere). It turns out this did not help the situation but it does demonstrate more clearly that the size passed to <code>resize</code> is different to the size that arrives in the first <code>resizeEvent</code>.</p> <p>I tried searching but did not find anyone else reporting this issue so maybe it's somehow specific to my OS/Qt/install somehow. It certainly feels like maybe something in Qt. I would upgrade it but official Qt packages do not support co-installation (boo) and I have apps that break under 4.8 so... I'll live with my workaround for now.</p>			
<b>Related issues:</b>			
Related to Quassel IRC - Bug #1116: Hiding main toolbar on OSX not persistent		<b>Feedback</b>	<b>10/25/2011</b>

#### History

##### #1 - 01/15/2014 12:08 PM - lozzd

This is happening to me too, really annoying. Can I have your patched version? :)

**#2 - 06/08/2014 02:42 AM - rapidDazz**

Still happening in v0.10.0 (git-575f27e\*). On Mavericks.