

User Interface - Bug #3008

Window in Swing GUI cannot be moved outside of screen bounds

02/29/2016 02:32 PM - Hynek Cihlar

Status:	New	Start date:	02/29/2016
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:		case_num:	
billable:	No		
vendor_id:	GCD		
Description			

History

#1 - 02/29/2016 02:42 PM - Hynek Cihlar

Top-level window in Swing GUI, smaller than screen size, cannot be moved outside of screen bounds. When mouse-dragging the window by its title bar the window will hit the screen bounds and won't go further. This is caused by limitations of `java.awt.Window.setLocation()`.

When the window fits fully on the screen, calling `java.awt.Window.setLocation()` doesn't allow the window to move outside of the screen bounds. So for example when `window.setLocation(-10, -10)` is called, it will end up at actual location 0,0.

But when the window is resized so that it doesn't fit on the screen, `java.awt.Window.setLocation()` will allow to set off-screen locations. An example, window height is set to be greater than screen height, width is set less than screen height, a call to `window.setLocation(-10, -10)` will position the window at -10,-10.

At this moment there doesn't seem to be an easy workaround. As long as we draw the window decorations ourselves we have to use `java.awt.Window.setLocation()` to reposition the window on mouse drag.

This issue was identified during work on [#2914](#).