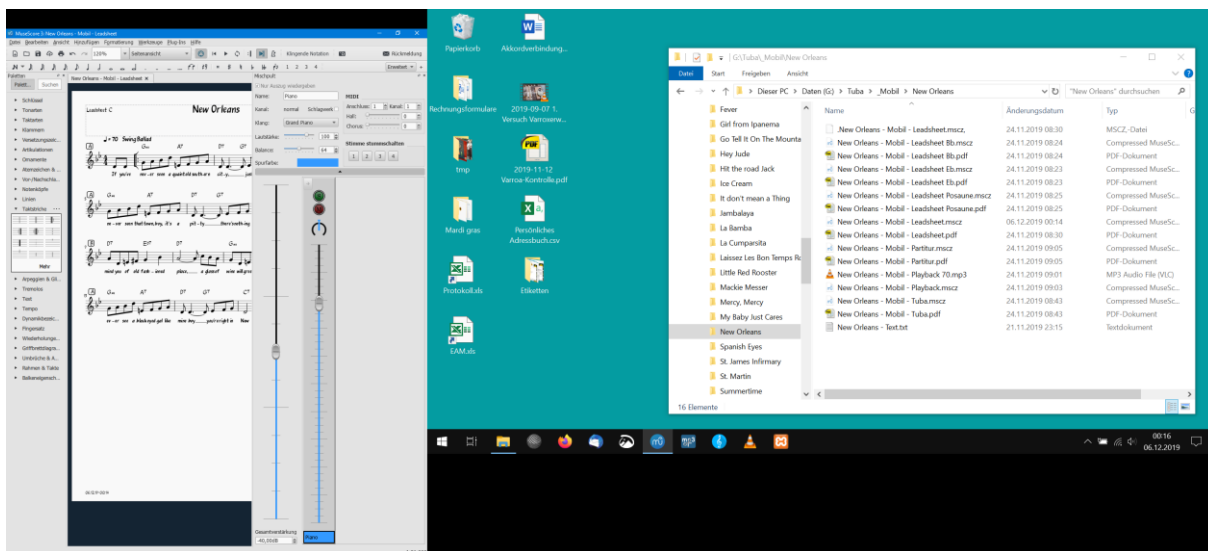
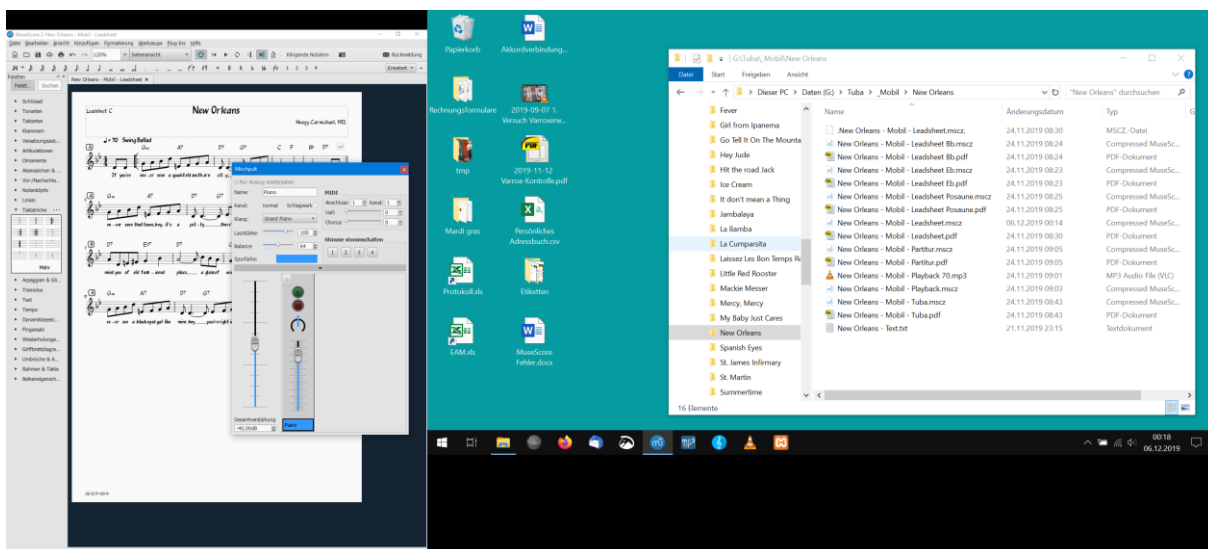


Two screens: The main screen at the right side, the work screen at the left.

Example 1: Mixer window, first call

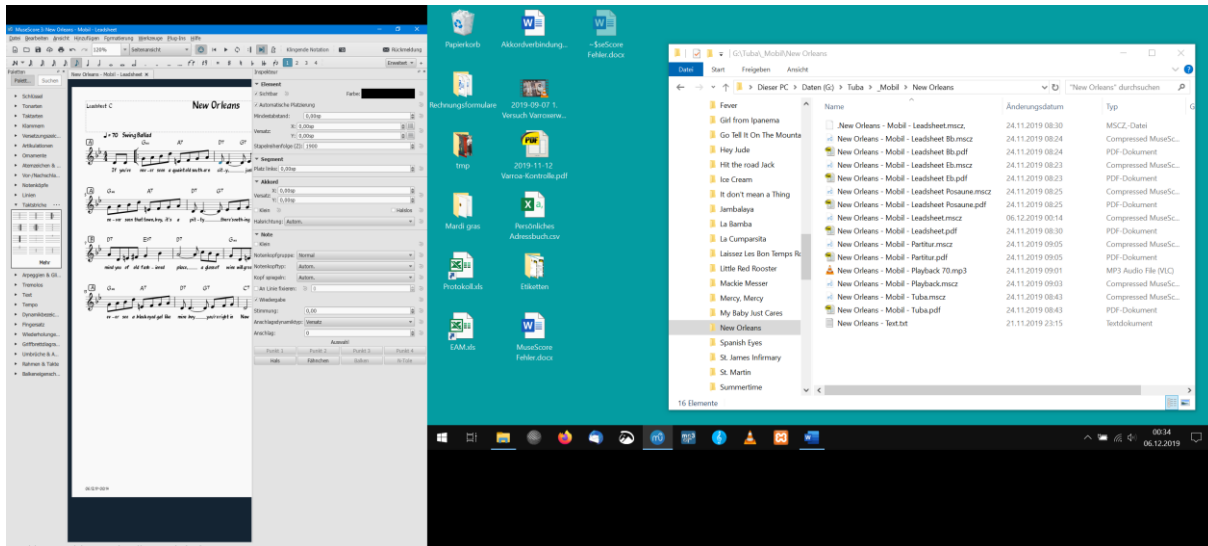


Stand alone, size corrected manually

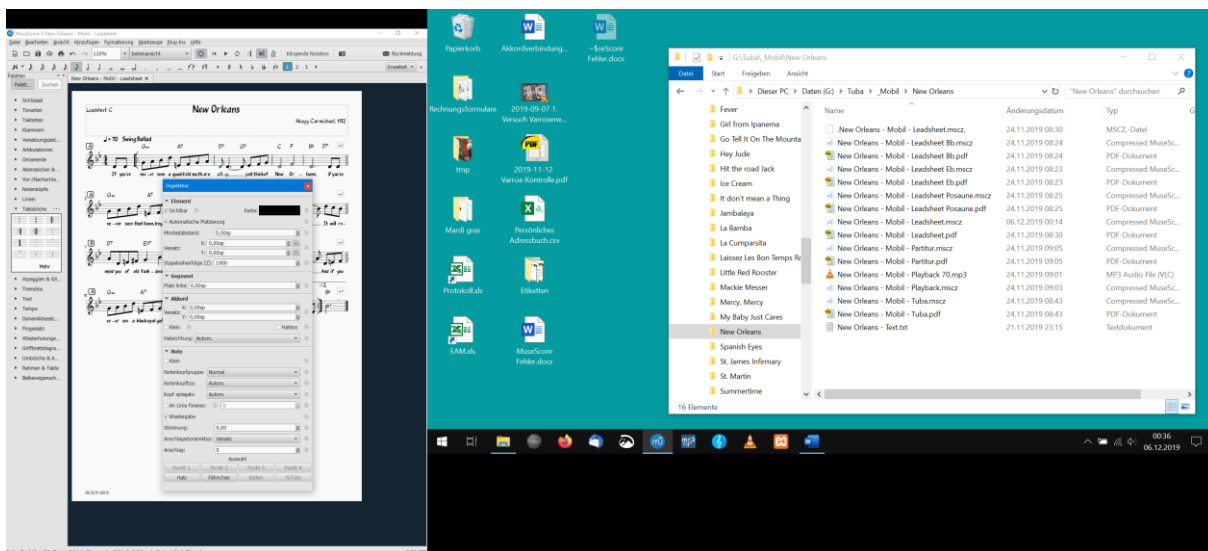


No chance to see the full window on the main screen. Size is frozen.

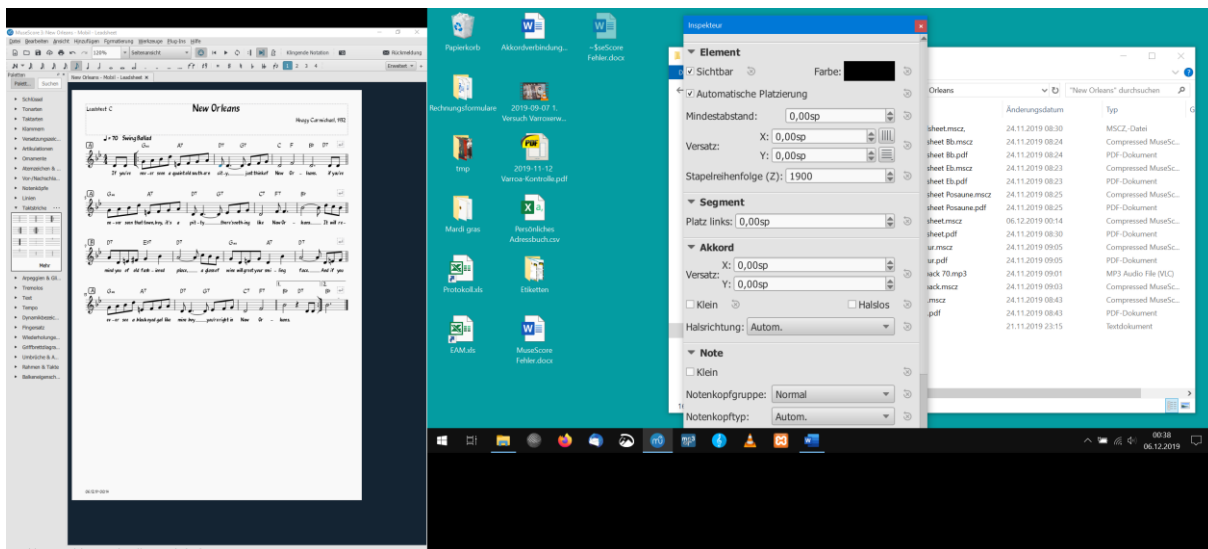
Example 2: Inspector window, first call



Stand alone, size corrected manually

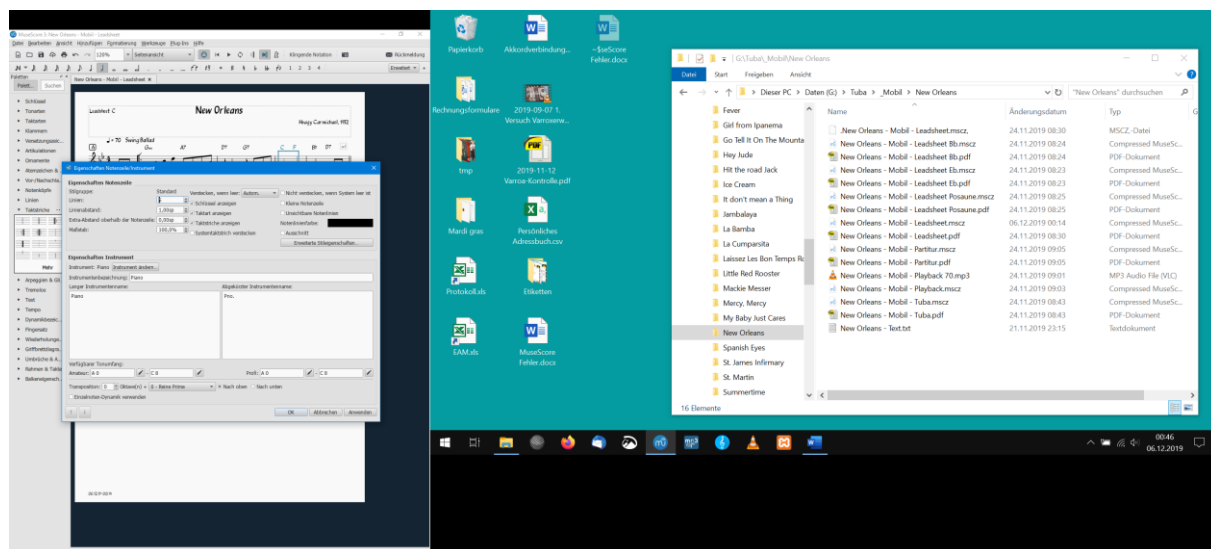


Pulled to the main screen, only a part of the window is in sight.

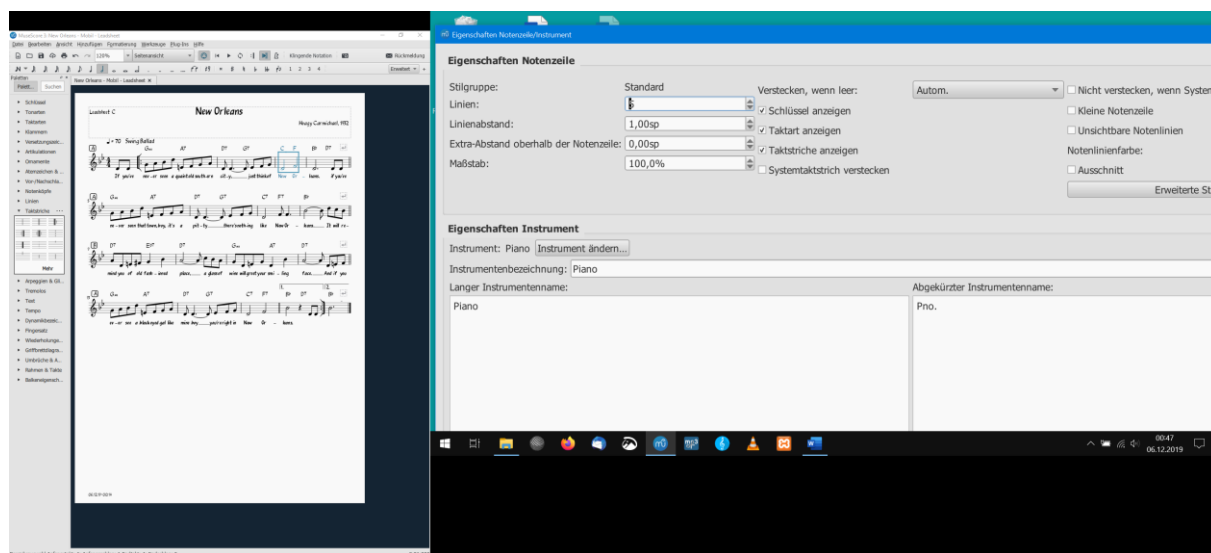


No chance to get the whole window, but the vertical scrollbar helps.

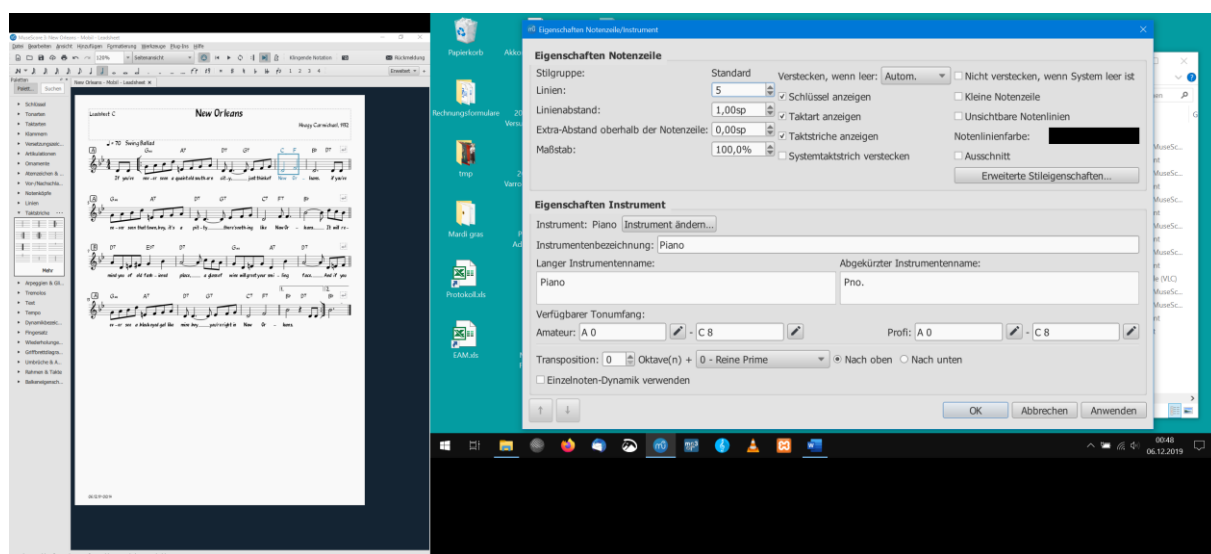
Example 3: Staff options window, first call



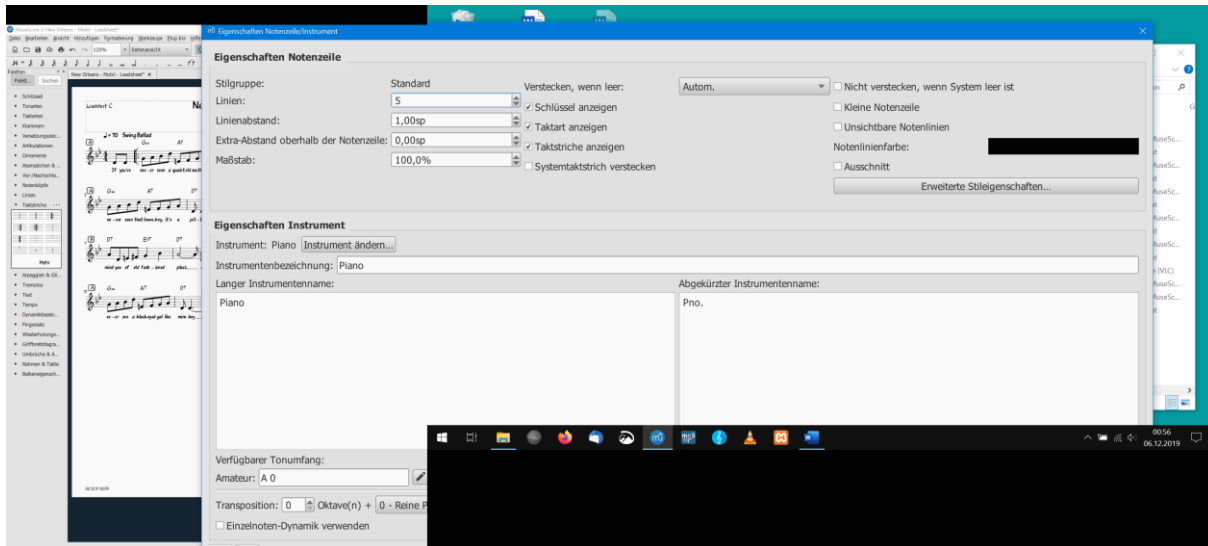
Pulled to the main screen



Size corrected manually



Pulled back to the work screen



My opinion:

It is not easy to always get a proper screen size for to calculate the window size.

It would be helpful if we could start a resize of the window, that displays the whole window in a screen.