

Audacious - OLD, PLEASE USE GITHUB DISCUSSIONS/ISSUES - Support #1064

Open Files- dialog on QT in Unity via icon and keyboard shortcut

February 07, 2021 11:33 - Mike Daniels

Status:	Closed	Start date:	February 07, 2021
Priority:	Minor	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
Affects version:	4.1		
Description OS: Ubuntu 20.04.2 LTS x86_64 Kernel: 5.4.0-65-generic DE: Unity WM: Compiz Hi. I still use Unity DE on my work laptop with Ubuntu 20.04 LTS. I noticed the following behaviour when I start Audacious (QT) and open the files or add files via the icon in the interface: The first time the file dialog window appears above the main window (like it should), but if I close the window and open the dialog again via the icon it appears behind the main window from that point on (took me a while to realize that it did in-fact open but is hidden behind by the main window). If I try to use the keyboard shortcuts like CTRL-O (Open Files) or CTRL-K (Open Folder), the behaviour is the same. The file dialog window opens above the main window the first time after the program is started and then opens behind the main window from that point on. But there's more. If I use the menu and select File > Open Files (or Open Folder or Add Files or Add Folder) the file dialog window always appear above the main window, like it should, even after I've tried opening the previously mentioned ways. I guess it's been like this since 4.0.4 at least. I noticed it before the recent 4.1 and was hoping it was fixed there. I just noticed that GTK legacy-version (which interface I prefer to be honest) is also included (in the ubuntuhandbook1 repository at least, which I use) and for what it's worth, the "Open Files" via the icons in the interface works as intended there. So, it's probably the QT Audacious + Unity DE combination? Best regards,			

History

#1 - August 27, 2021 22:44 - John Lindgren

- Tracker changed from Bug to Support

I cannot reproduce this on OpenBox. If you can provide a patch, that would be welcome, but it may be (as you say) the combination of Qt + Unity and not something we can fix in Audacious.

#2 - December 24, 2021 18:01 - John Lindgren

- Status changed from New to Closed

Sorry we couldn't find a solution. If you find any new information that might be relevant, please feel free to open a topic on the forum.