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Subject: SetRect doesn't work correctly on GTK  
Posted by [Oblivion](#) on Mon, 02 Sep 2019 10:15:58 GMT  
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Hello,

SetRect doesn't seem to work correctly on GTK backend. (It works fine on X11).  
Top-left position is always incorrect on below example (Tested on: Linux 5.2.9, GCC 9.1.0,  
Gnome 3.32.2)

```
#include <CtrlLib/CtrlLib.h>

using namespace Upp;

struct App : TopWindow {

    App() {
        SetRect(0, 0, 640, 480);
        Sizeable().Zoomable().CenterScreen();
    }

    bool Key(dword key, int count) override
    {
        Rect r = GetRect();

        if(key == K_UP)
            r.OffsetVert(-10);
        else
            if(key == K_DOWN)
                r.OffsetVert(10);
            else
                if(key == K_LEFT)
                    r.OffsetHorz(-10);
                else
                    if(key == K_RIGHT)
                        r.OffsetHorz(10);
                    else
                        if(key == K_SPACE)
                            r.right += 10; // See especially this. Even this one moves the window downwards on GTK.

        SetRect(r);
        return true;
    }
};
```

```
GUI_APP_MAIN
```

```
{  
  App().Run();  
}
```

Best regards,  
Oblivion

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