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Subject: Re: Question to UPP developers: the issue with windows rendering (Windows XP)

Posted by [mirek](#) on Wed, 13 Oct 2010 16:44:50 GMT

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porto wrote on Wed, 13 October 2010 09:37 Thanks, I tried to do as you wrote, but it didn't help. Maybe I did something wrong. I'd love to know the opinion of UPP creators about this issue, if it's of course possible...

Well, the problem is we have little influence there: All windows borders (including these round corners) are in fact drawn by win32.

Does this happen if window gets opened over U++ app? In that case the issue is most likely caused by delayed rendering of underlying window.

Is it only delay, or you have to move the window to make it look right?

Mirek

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