Subject: Re: Question to UPP developers: the issue with windows rendering (Windows XP)
Posted by cbpporter on Wed, 13 Oct 2010 18:12:03 GMT
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No, never noticed it and I have an eye for things like this. Are your systems new or old? Do they have the same video card/driver?

And a question for Mirek: does U++ create the underlying WinAPI frame in one go? I am sure you are aware that for some properties, updating them is not enough and you have to "recreate" the HWND. I ran into this problem with my ancient WinAPI wrapper. This doesn't affect us that much because our widgets don't wrap native ones, but still maybe it is related to this?