

---

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

Posted by [dolik.rce](#) on Thu, 14 Oct 2010 17:42:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

From your videos, it looks to me like it only happens when there is a window behind the "wrong rendered" one and even only when the app is busy with something else then repainting. To be sure could you try to find out if this effect happens when you open some U++ window on top of any other application? IMHO the bottom window reacts slowly on the requests to repaint the area of rounded corners and you can notice it (that also explains why it takes longer if you keep the cpu busy with cpukill). I'm not an expert, but I am afraid there is most likely no solution if that's the case...

Honza

---