Subject: Is FrameLess() working under Linux ?
Posted by jibe on Fri, 25 Jan 2013 08:30:21 GMT
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Hi,

As said in the title, I can't get FrameLess() working under Linux. I tried this, based on Gui04 tutorial :

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

using namespace Upp;

struct MyAppWindow : TopWindow {
 virtual void Paint(Draw& w) {
  w.DrawRect(GetSize(), Green);
  w.DrawText(20, 20, "Hello world!", Arial(30), Magenta);
 }

 MyAppWindow() {
  FrameLess();
  Title("My application").Zoomable().Sizeable();
 }
};

GUI_APP_MAIN
{
 MyAppWindow app;
 app.SetRect(0, 0, 200, 100);
 app.FrameLess(false);
 app.Run();
}
```

I made several tries, calling FrameLess() at different places, with or without argument, but I have always a window with title bar...

Am I doing something wrong, or is there a problem under Linux ?