
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 ?