
Subject: Re: [SOLVED] U++ Drawing/Positioning Issue with Linux Mint Mate + Compiz

Posted by [navi](#) on Tue, 18 Nov 2014 17:30:28 GMT

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

I have tried clean rebuild using both X11 and NOGTK flags (separately). both test showed that X11 core still has the bug. Only default GTK backend seems to draw menus in right location and take mouse input from right location.

regards,
navi
