
Subject: Re: Attempting to get a canvas to display...
Posted by [omari](#) on Sun, 19 Mar 2017 18:24:37 GMT
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Hi,

You do not specify the size of canvas.

```
UppApp::UppApp()
{
    CtrlLayout ( *this, "UppApp" );

    canvas.SetRect(100,0, 500, 500 ); // <---- setting the canvas size here

    CtrlLayout ( buttonPanel );

    buttonPanel.aBtn << THISBACK1 ( displayMessage, "A" );
    buttonPanel.bBtn << THISBACK1 ( displayMessage, "B" );
    buttonPanel.cBtn << THISBACK1 ( displayMessage, "C" );

    Add ( buttonPanel );
    Add ( canvas );
    BackPaint();
}
```