When I wanted to add some buttons to a window I encountered a problem:
They were not fully visible. I added them depending on the size returned by
TopWindow::GetSize() so I thought they should fit.
Can someone tell me why the TopWIndow is not in the size I gave him?

Here is an example code snippet that should produce the problem properly:

```
#include <CtrlLib/CtrlLib.h>
using namespace Upp;

GUI_APP_MAIN
{
 TopWindow app;
 app.SetRect(0, 0, 500, 200);

 Button button1;
 // Button 1 should be centered and with a bit of space on both sides and a bit of space to
 // the top
 button1.SetLabel("Test Button 1").LeftPosZ(10, 480).TopPosZ(10, 80);

 Button button2;
 // Button 2 should be centered and with a bit of space on both sides and a bit of space to
 // the bottom. This time the size is measured from the size of the TopWindow and not
 // hardcoded
 button2.SetLabel("Test Button 2").LeftPosZ(10, app.GetSize().cx - 20).TopPosZ(110, 80);

 app.Add(button1);
 app.Add(button2);

 app.Run();
}
```

And to be safe I added an image how the window looks when you run the code.

File Attachments
1) UppProblem.PNG, downloaded 386 times