Great !!!
i will look into this tonight :)
Thanks

What is the general stratégy to deal with these matters in widgets ?
There are some methods existting in Ctrl:
   * Transparent() ==> set a bool that can be used in other places
   * Backpaint() : not sure what this is intended for (although I expected using
TransparentBackpaint() would have fixed my problem ... but it didn't)

So I am lost on how/when/why use these methods

I would like my widgets to be fully compatible with Upp, so I have to manage transparency
correctly (and maybe I could then propose some corrections : Ex I found out that frame doesn't
manage transparency at all while Splitter does