
Subject: Re: Display transparent paper
Posted by [Oblivion](#) on Mon, 31 Jan 2022 16:47:43 GMT
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Hello Silvan,

```
#include <CtrlLib/CtrlLib.h>

using namespace Upp;

struct MyApp : TopWindow {
    MyApp()
    {
        Sizeable().Zoomable().CenterScreen().SetRect(0, 0, 640, 480);
    }

    void Paint(Draw& w) override
    {
        Size sz = GetSize();
        w.DrawRect(sz, Red());
        StdCenterDisplay().Paint(w, sz, "Centered", White, Null, 0L); // <-- There are ready-made
displays which you can use in-place (they are functional globals)
    }

};

GUI_APP_MAIN
{
    MyApp().Run();
}
```

You can also create your own Display objects. See uppsrc/Draw/Display.cpp for details.

Best regards,
Oblivion
