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Subject: Re: Graphics Context and Draw Object  
Posted by [mirek](#) on Sun, 22 Oct 2006 02:11:01 GMT  
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First of all, I am not sure whether this question is related to others in this thread. If it is, then the main problem with Drawing is that it does not have any X11 handles in it (because DrawingDraw just stores all operation for later replay).

Anyway, if what you ask is how to have "background" with Drawing, just clear it with DrawRect...

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