Subject: Re: U++ GTK Wayland Port
Posted by Oblivion on Tue, 17 Sep 2024 20:41:57 GMT

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Yep, that worked, thanks!

Now I can start testing.

First issue I've noticed:

I've noticed that some elements (in this case a SplitterFrame) do not paint its background and the whole background becomes transparent (actually, if this can be utilized in the final form, it would be very cool to have transparent or blurred background on some apps :))

Screenshot:

Best regards,
Oblivion

File Attachments
1) Ekran Görüntüsü - 2024-09-17 23-38-48.png , downloaded 225 times