
Subject: Re: some drawing problems in X11
Posted by [evert](#) on Sun, 10 Dec 2006 11:19:26 GMT
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Have tried it. Compiles OK, and no crash during runtime any more. But resizing is still a problem. How to programatically Resize the app window at runtime? In win32, the SetRect method does a fine job, but in X11, it only works when the window is first initialized. Using a SetRect (outside of the Paint method) in X11 results in a windows with zero width and height.

I have tried things like GuiFlush(), Restore() and Layout() after the SetRect but the problem persists.

Actually I don't need it anymore (got a nice mark for my little program) but I feel like resizing windows should work in X11 if it works in win32.

Ubuntu 6.10
U++ 612-dev1

Regards, Evert
