
Subject: Re: some drawing problems in X11
Posted by [evert](#) on Sun, 10 Dec 2006 21:07:04 GMT
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Your version didn't compile at first (you commented out a few files) but after fixing that, it did compile fine. I should have made a Makefile, probably, and fix the modulatity.

The problem in your version is solved - programatically rezising the window now works I'm still figuring out how you did it. Is it in this part of the code? Does one need a Backpaint() to resize a window at runtime?

```
GUI_APP_MAIN {  
    MyAppWindow ataxx;  
    ataxx.BackPaint();  
    ataxx.Run();  
}
```