





















unit-wide slices from the sides of the rectangle specified by the sides argument. Each slice is then filled with the corresponding gray level from grays. NXDrawTiledRects() makes and draws these slices count number of slices. NXDivideRect() returns a pointer to the rectangle after the slice has been removed therefore, if a slice is made once, the second slice is made inside the first. This also makes it easy to fill in the rectangle inside

In the following example, NXDrawTiledRects() draws a beveled border consisting of a 1.0unit-wide black line on the right side, and a 1.0unit-wide dark-gray line inside a 1.0unit-wide black line on the other three sides, and on the left side, and a 1.0unit-wide dark-gray line inside a 1.0unit-wide black line on the other three sides. The rectangle inside this border is filled in using light gray.





NULL value is passed in for windowDumpStream, the information returned from the dumpwindow function is the information from the specified NXStream. This can be useful for finding out more about which windows are using the specified NXStream.



nding on whether s1 is greater than, equal to, or less than s2 according to table.

When comparing strings that are visible to the user, you should generally use `NXOrderStrings(s1,`







importAlpha (Application class)

















