

I start with stm32f746g-disco [32F746GDISCOVERY](#). For examples in STM32CubeF7 [STM32Cube\\_FW\\_F7\\_V1.3.0](#) in particular STM32Cube\_FW\_F7\_V1.3.0\Projects\STM32746G-Discovery\Applications\STemWin\STemWin\_HelloWorld.  
Compiles example in Keil uVision5 (without optimization) - it's OK, HelloWorld displays.

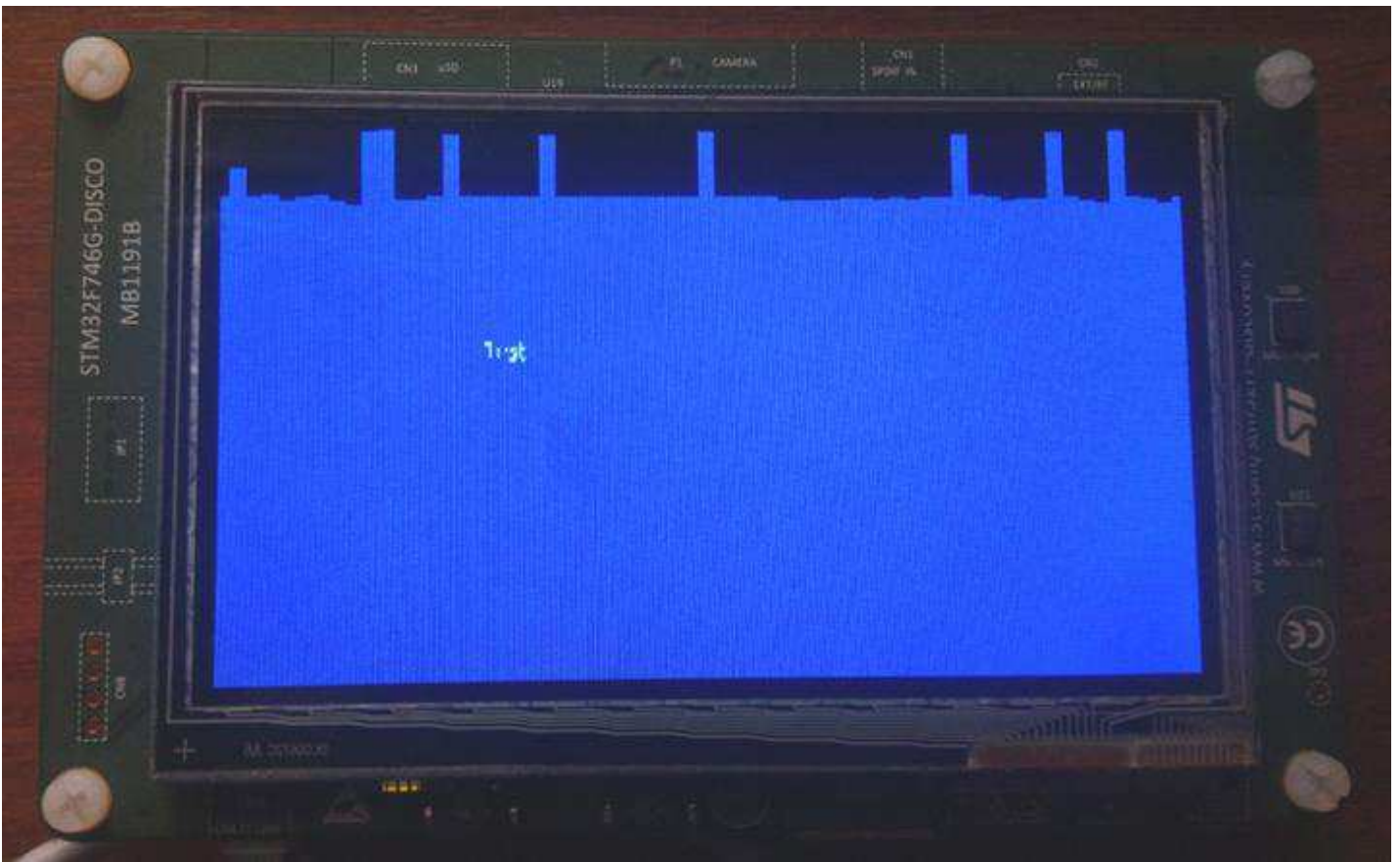
Create a button:

```
hButton = BUTTON_Create(0, 0, 100, 50, GUI_ID_OK, WM_CF_SHOW);  
BUTTON_SetText(hButton, "Test");  
GUI_Exec();
```

It's okay.



In GUIBuilder.exe do simple box (box + text), call the function CreateWindow - that does not work.  
Distorted window background and distorted text labels.  
The reason I can not find.



If you have a board stm32f746g-disco it can flash Hex file can be a problem with the card.  
Thank you.

Source:

Changed only BASIC\_HelloWorld.c

```
#include "GUI.h"
#include "DIALOG.h"
WM_HWIN CreateWindow(void);

/*****
*
*   Public code
*
*****/
/*****/
/*****/
*
*   MainTask
*/

void MainTask(void)
{
    static BUTTON_Handle hButton;
    static WM_HWIN hWin;

    /*
    // All ok
    hButton = BUTTON_Create(0, 0, 100, 50, GUI_ID_OK, WM_CF_SHOW);
    BUTTON_SetText(hButton, "Test");
    */

    /**/
    // Don't work
    CreateWindow();
    /**/

    GUI_Exec();
}
```

```

while (1);
}

/***** End of file *****/

```

### Added only WindowDLG.c

```

// USER START (Optionally insert additional includes)
// USER END

#include "DIALOG.h"

/*****
 *
 *      Defines
 *
 *****/
#define ID_WINDOW_0    (GUI_ID_USER + 0x00)
#define ID_TEXT_0     (GUI_ID_USER + 0x01)

// USER START (Optionally insert additional defines)
// USER END

/*****
 *
 *      Static data
 *
 *****/

// USER START (Optionally insert additional static data)
// USER END

/*****
 *
 *      _aDialogCreate
 */
static const GUI_WIDGET_CREATE_INFO _aDialogCreate[] = {
    { WINDOW_CreateIndirect, "Window", ID_WINDOW_0, 0, 0, 480, 272, 0, 0x0, 0 },
    { TEXT_CreateIndirect, "Text", ID_TEXT_0, 100, 80, 20, 0, 0x64, 0 },
    // USER START (Optionally insert additional widgets)
    // USER END
};

/*****
 *
 *      Static code
 *
 *****/

// USER START (Optionally insert additional static code)
// USER END

/*****
 *
 *      _cbDialog
 */
static void _cbDialog(WM_MESSAGE * pMsg) {
    WM_HWIN hItem;
    // USER START (Optionally insert additional variables)
    // USER END

    switch (pMsg->MsgId) {
        case WM_INIT_DIALOG:

```

```

//
// Initialization of 'Window'
//
hItem = pMsg->hWin;
WINDOW_SetBkColor(hItem, 0x00FF0000);
//
// Initialization of 'Text'
//
hItem = WM_GetDialogItem(pMsg->hWin, ID_TEXT_0);
TEXT_SetText(hItem, "Test");
TEXT_SetTextColor(hItem, 0x00FFFFFF);
TEXT_SetTextAlign(hItem, GUI_TA_HCENTER | GUI_TA_VCENTER);
TEXT_SetFont(hItem, GUI_FONT_13_1);
// USER START (Optionally insert additional code for further widget initialization)
// USER END
break;
// USER START (Optionally insert additional message handling)
// USER END
default:
    WM_DefaultProc(pMsg);
    break;
}
}

/*****
*
*      Public code
*
*****/
*/
/*****
*
*      CreateWindow
*
*****/
WM_HWIN CreateWindow(void);
WM_HWIN CreateWindow(void) {
    WM_HWIN hWin;

    hWin = GUI_CreateDialogBox(_aDialogCreate, GUI_COUNTOF(_aDialogCreate), _cbDialog, WM_HBKWIN, 0,
0);
    return hWin;
}

// USER START (Optionally insert additional public code)
// USER END

/***** End of file *****/

```

The files from: [Inc](#), [Src](#) and [MDK-AR](#).

Hex file: [STM32746G\\_DISCOVERY\\_Button.rar](#) - all ok  
[STM32746G\\_DISCOVERY\\_Window.rar](#) - don't work