Hello,

I'm seeing something odd on Windows with widget_base and the
TLB_Frame_Attr option. In my code I set the TLB_Frame_Attr on a
widget_base to 11 (no close, minimize, or bar menu), but when I open
the project and "build all" and run the program, it basically sets it
to '1'. I can keep on compiling this way and running and it never
changes. However, If I then compile that individual source file
(either .compile or the toolbar button) and run the program again, it
works as expected.

Is there something I'm not understanding about "Build All", or is
something else?

thanks,
Romy