
Tamper Data Firefox

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Tamper Data is a plugin that allows users to use. what is "tamper data was used to modify the country". posts:733 votes: 0. hmmm, Tamper Data is a Firefox Plugin [addons.mozilla.org], do you have this installed?. 4:38 am on Nov 23, 2009 (gmt 0)Â .Q: How to redraw a scene after modifying its geometry? The main problem is that the drawInProgress() method of CGLayer is not executed, when I modify the geometry of the scene, and try to call it again, the old one is displayed. The following is a simple example, with which I expected to print "Check1" as "Check2" is printed out. import Cocoa class WindowController: NSWindowController { @IBOutlet var mainView: NSView! @IBOutlet var subView: NSView! @IBOutlet var slider: NSSlider! @IBAction func slider(_ sender: Any) { let layer = self.mainView.layer() layer.setGeometry(self.slider.value, size: CGSize(width: slider.intValue, height: slider.intValue)) mainView.drawInProgress() } override func windowDidLoad() { super.windowDidLoad() mainView.layer().setGeometry(CGRect(0, 0, mainView.size.width, mainView.size.height), size: CGSize(width: 10, height: 10)) mainView.drawInProgress() } } I don't know how to redraw the layer, so that I get the new geometry, and then use it to redraw the visible part of the mainView. A: This has been solved here: I will write a small example of this. I hope it is useful to others. class ViewController: NSViewController {

