"Repainting" the Screen

Adjusting the interpreter window mid-game can cause ugliness (depending on the interpreter being used). If Hugo detects a screen size change, Roodylib automatically clears and redraws the screen at the next turn, using the routine `RedrawScreen`:

```
routine RedrawScreen
{
        ! if the screen size has changed, we'll clear the screen,
        ! print the player's command, and redraw the status line before
        ! proceeding to interpret the command

        InitScreen
        PrintStatusLine
        ShowCommand

}
```

If your game has other windows to re-draw, you'll want to replace `RedrawScreen` and make sure those are taken care of, too.