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Subject: Re: Dialog windows showing semi randomly on the task bar on Linux  
Posted by [Oblivion](#) on Thu, 27 Sep 2018 14:30:06 GMT

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Yep it is reproducible under Gnome too.

I'm not sure if this is an error, Mirek will know better, of course. But in the meantime all you need to do is pass the owner and then execute/run the child.

This should work:

```
#include <CtrlLib/CtrlLib.h>
```

```
using namespace Upp;
```

```
#define LAYOUTFILE <TaskManagerTest/TaskManagerTest.lay>
```

```
#include <CtrlCore/lay.h>
```

```
class TaskManagerTest : public WithTaskManagerTestLayout<TopWindow> {
```

```
public:
```

```
typedef TaskManagerTest CLASSNAME;
```

```
TaskManagerTest()
```

```
{
```

```
    CtrlLayout(*this, "Main Window");
```

```
    button1<<=THISBACK1(Press, false);
```

```
    button2<<=THISBACK1(Press, true);
```

```
}
```

```
void Press(bool ok)
```

```
{
```

```
    if (ok)
```

```
        PromptOK("Notice the child window having a seperate item on the taskbar after closing this message");
```

```
    WithChildLayout<TopWindow> w;
```

```
    CtrlLayout(w, "Child Window");
```

```
    w.Open(this);
```

```
    w.Execute();
```

```
}
```

```
};
```

```
GUI_APP_MAIN
```

```
{
```

```
    TaskManagerTest().Run();
```

```
}
```

Best regards,  
Oblivion

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