I see a hint towards a solution, but I'm not there yet.

If you create a simple application with a WithDropChoice-type control, and set a breakpoint at Ctrl::Create (within Win32Wnd.cpp, which is in CtrlCore), you'll find that a window is created when you expand the drop choice.

Looking further in the code, it seems someone created a Ctrl class object and called its 'PopUp' function, which eventually calls a 'PopUpHWND' function, which itself executes (successfully) a Create().

I want to understand how this window is removed before I go too much further down this line.

I totally understand why U++ doesn't create a lot of windows (and, actually, I really applaud that), but I wish it were easier to create a sub-window. Or, perhaps it is easy, but I just don't see it yet.