
Subject: Re: Problems with UPP_HEAP in multi-threaded
Posted by [mirek](#) on Fri, 08 Aug 2008 06:41:15 GMT
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Anyway, only a minor bug:

```
void Ctrl::PopUp(Ctrl *owner, bool savebits, bool activate, bool, bool)
{
    LLOG("POPUP: " << UPP::Name(this));
    Ctrl *q = owner ? owner->GetTopCtrl() : GetActiveCtrl();
    ignoretakefocus = true;
    Create(q, true, savebits);
    if(activate && q) {
        q->StartPopupGrab();
        popupgrab = true;
    }
    if(top) popup = true;
    WndShow(visible);
    if(activate && IsEnabled())
        SetFocus();
    if(top) top->owner = owner;
    StateH(OPEN);
}
```

-> the problem was than the menu is "alone" without real application. Fixed by "&& q".

Mirek
