
Subject: Re: [bug?] Menu isn't drawn. NOGTK. FreeBSD/Fluxbox
Posted by [Mindtraveller](#) on Tue, 28 Oct 2008 16:15:41 GMT
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Finally I debugged deep into CtrlCore and discovered that dropdown popups and menus are drawn but they are drawn BEHIND actual active window.

I tried some dirty hack to test if it can be corrected and it worked. Partially. Dropdown menus work properly, menus are drawn properly too but disappear on mouse movement inside them.

My dirty little test patch:
CtrlCore/X11Wnd.cpp

```
was: 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->StartPopupGrab();
        popupgrab = true;
    }
    if(top) popup = true;
    WndShow(visible);

    if(activate && IsEnabled())
        SetFocus();
    if(top) top->owner = owner;
    StateH(OPEN);
}
```

```
now: 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->StartPopupGrab();
        popupgrab = true;
    }
    if(top) popup = true;
    WndShow(visible);

    SetWndFocus();
    XRaiseWindow(Xdisplay, top->window);
}
```

```
if(activate && IsEnabled())  
    SetFocus();  
if(top) top->owner = owner;  
StateH(OPEN);  
}
```
