1. PopUpTree.PopUp doesn't seem to work only if I inserted the tree in a TopWindows, possibly any container. If I don't add it and I call PopUp without coordinates, I couldn't get it to display with any other height except zero. Also x, top and bottom seem to be screen relative, not parent relative, which is in contrast to the call without coordinates. Is this a control that is not supposed to be used directly?

2. What is this control good for. Clicking or opening and item in the tree closes the popup. I can imagine useful scenarios where selecting a tree item closes the popup, but not one where closing/opening an item.

3. Should I document this?