

Well, I am absolutely unsure about the fix, but this seems to help:

```
void Ctrl::Create0(Ctrl *owner, bool redirect, bool savebits)
{
    GuiLock __;
    ASSERT(IsMainThread());
    LLOG("Create " << Name() << " " << GetRect());
    ASSERT(!IsChild() && !IsOpen());
    LLOG("Ungrab1");
    ReleaseGrab();
    XSetWindowAttributes swa;
    swa.bit_gravity = ForgetGravity;
    swa.background_pixmap = None;
    swa.override_redirect = redirect;
    swa.save_under = savebits;
    Color c = SColorPaper();
    swa.background_pixel = GetXPixel(c.GetR(), c.GetG(), c.GetB());
    Rect r = GetRect();
    isopen = true;
    Window w = XCreateWindow(Xdisplay, RootWindow(Xdisplay, Xscreenno),
        r.left, r.top, r.Width(), r.Height(),
        0, CopyFromParent, InputOutput, CopyFromParent,
        CWBitGravity|CWSaveUnder|CWOVERRIDE_REDIRECT|
        (IsCompositedGui() ? CWBackPixel : CWBackPixmap),
        &swa);
    if(!w) XError("XCreateWindow failed !");
    int i = Xwindow().Find(None);
    if(i >= 0) Xwindow().SetKey(i, w);
    XWindow& cw = i >= 0 ? Xwindow()[i] : Xwindow().Add(w);
    cw.ctrl = this;
    cw.exposed = false;
    cw.owner = owner;

    /*
    cw.xic = xim ? XCreateIC(xim,
        XNInputStyle, XIMPreeditNothing|XIMStatusNothing,
        XNClientWindow, w,
        XNFocusWindow, w,
        NULL)
        : NULL;
    */
    // This seems to fix SCIM problem
    cw.xic = xim ? XCreateIC((XIM)xim,
```

```

        XNInputStyle, XIMPreeditNothing|XIMStatusNothing,
        XNClientWindow, Xroot,
        NULL)
    : NULL;

top = new Top;
top->window = w;
long im_event_mask = 0;
if(cw.xic)
    XGetICValues(cw.xic, XNFilterEvents, &im_event_mask, NULL);
XSelectInput(Xdisplay, w, ExposureMask|StructureNotifyMask|KeyPressMask|
    FocusChangeMask|KeyReleaseMask|PointerMotionMask|
    ButtonPressMask|ButtonReleaseMask|PropertyChangeMask|
    VisibilityChangeMask|im_event_mask);
int version = 5;
XChangeProperty(Xdisplay, w, XAtom("XdndAware"), XA_ATOM, 32,
    0, (byte *)&version, 1);
CancelMode();
if(r.Contains(GetMousePos()))
    DispatchMouse(MOUSEMOVE, GetMousePos() - r.TopLeft());

if(redirect) {
    int windowType = XInternAtom(Xdisplay, "_NET_WM_WINDOW_TYPE_POPUP_MENU", false);
    XChangeProperty(Xdisplay, w, XInternAtom(Xdisplay, "_NET_WM_WINDOW_TYPE", false),
XA_ATOM, 32,
        PropModeReplace, (byte *)&windowType, 1);
}

RefreshLayoutDeep();
}

```

The question is how it will affect XIM usability - please check and report (it seems to work just fine with CS-CZ).

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