Hello Mirek,

I have done some experimenting and came to some simple change that gives me the impression that it improves the smoothness of the dropdown. Based on code inspection, it may hold sense. I made next change in PopupTable:

```
...
NoCursor(true);
sPaintRedirectCtrl pb;
if(up) {
    SetRect(Rect(rt.left, rt.bottom - 1, rt.right, rt.bottom));
    pb.ctrl = this;
    Ctrl::Add(pb.TopPos(0, rt.Height()).LeftPos(0, rt.Width()));
}
else {
    SetRect(Rect(rt.left, rt.top, rt.right, rt.top + 1));
    pb.ctrl = this;
    Ctrl::Add(pb.BottomPos(0, rt.Height()).LeftPos(0, rt.Width()));
}
Ctrl::PopUp(owner, true, true, GUI_DropShadows());
SetFocus();
...
CenterCursor();
NoCursor(false);
```

...As you see, I moved the statement pb.ctrl = this; after the initial sizing of the control that is about to popup/dropdown. I assume this prevents the control from showing up briefly in some default size. Also, I hide the cursor while animating.
Anyway; I would appreciate your opinion.

Best regards
frank