on OSX, as it has been mentioned in the forums, upp menus are shown.
I have found out that they are displayed under the application window and parent is desktop root window. Or popups are displayed miles away on top of other apps.

As a quick fix, I applied in X11Wnd.cpp

```
void Ctrl::Create0(Ctrl *owner, bool redirect, bool savebits)
{
...
 Window dad;
 if(IsPopUp())
 {
  dad = (owner->top)->window;
 }
 else
  dad = RootWindow(Xdisplay, Xscreenno);

 Window w = XCreateWindow(Xdisplay, dad,
               r.left, r.top, r.Width(), r.Height(),
               0, CopyFromParent, InputOutput, CopyFromParent,
               CWBitGravity|CWSaveUnder|CWOverrideRedirect|
               (IsCompositedGui() ? CWBackPixel : CWBackPixmap),
               &swa);
 if(!w) XError("XCreateWindow failed !");
...
```

also popup=true; before Create
the menus are displayed now but by the size of a window bar lower.

I guess that there is also a problem with focusCtrl.
Before I explore any deeper could someone tell:

Are menus supposed to have parent RootWindow(Xdisplay, Xscreenno); in upp?

and
```
void MenuBar::PopUp(Ctrl *owner, Point p, Size rsz)
{
 bool szcx = true;
 bool szcy = true;
 bool szx = false;
 bool szy = false;
 if(parentmenu) {
```

```
  if(parentmenu->IsChild())
   szcx = false;
  else
   szcy = false;
  WhenHelp = parentmenu->WhenHelp;
 }
 Rect r = GetWorkArea(p);
```

Rect r = the whole screen?