
Subject: [BUG?] X11 (at least OSX) Menus displayed under TopWindow,
owner=RootWindow

Posted by [fudadmin](#) on Fri, 28 Jan 2011 05:41:04 GMT

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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|CWOOverrideRedirect|
                        (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?
