

Works great except the remaining-in-debug-mode-after-program-exit problem.

Some minor issues I encountered when trying to compile and run a project I developed in Windows(MSC) on Ubuntu(g++ 4.6) - might not have anything to do with theide/upp at all.

1. FullScreen sample doesn't run properly in Ubuntu (session type) but fine in Ubuntu 2D (session type);
2. FullScreen different behaviour in multiple main window situation. In Windows, if I uncomment the OpenMain() sentence, it will cause the program to fail (assertion failure? don't quite remember) in debug mode.

```
static FullScreenPos& Get()
{
    if(!pInst)
    {
        pInst=new FullScreenPos;
        pInst->FullScreen();
        //pInst->OpenMain();
    }
    return *pInst;
}
```

But if in Linux, the window will not show if I don't uncomment the sentence.

3. In Ubuntu (session type), this problem doesn't exists, but in Ubuntu 2D (session type, I switched to it because full screen works properly under it), when I do something like this:

```
GUI_APP_MAIN
{
    // code in this block causes problem in Ubuntu 2D
    // LoginDlg is a simple window derived from TopWindow
    // for user authentication
    {
        LoginDlg dlg;
        dlg.Run();
        if(!dlg.OK())
            return;
        gTitle=dlg.userconf.GetValue();
    }
}
```

```
ShowMainWindow();
```

```
Ctrl::RegisterSystemHotKey(K_F2, callback>ShowFullScreenPos));
```

```
Ctrl::RegisterSystemHotKey(K_F3, callback>ShowMainWindow));
```

```
Ctrl::EventLoop();
```

```
}
```

The problem is that after the login dialog (which accepts keyboard input fine), keyboard events have absolutely no effects on the windows opened afterwards. Mouse inputs are not affected. There is one occurrence that this problem appears to be gone. But after I changed something and run again, it comes back again, consistently and persistently.

Sorry if these are off topic.
