Maybe I solved my first problem.
Originally the GUI application was called in this way:

```
GUI_APP_MAIN
{
  ..
  App().Run();

}
```

Now I change it to a little bit different code:

```
GUI_APP_MAIN
{
  ..
  App app;
  app.Run();

}
```

I don't now so well what is different of this two way. In fact when I start to write the application also the first way worked properly lot of time.