This is a small demonstration. If you resize the mainwindow or move it, you will notice the popup will detach from the ctrl it's faking.

To make it work better, you should write a small control to take care of reset the popup's size/position even visibility when that of the ctrl it's faking has changed. Some of the Ctrl virtual functions you should override could by Layout, State()...

Hopefully someone more knowledgeble will give you a complete list or even a more appropriate way to do that.

```cpp
#include <CtrlLib/CtrlLib.h>

using namespace Upp;
struct MyApp: public TopWindow
{
 MyApp()
 {
  Add(e.LeftPos(30,600).TopPos(40,400));
 }
 LineEdit e;
 Label l;


 typedef MyApp CLASSNAME;
};

GUI_APP_MAIN
{
 MyApp a;
 a.MinimizeBox().MaximizeBox().Open();
 a. l.SetRect(a.e.GetRect()+a.GetScreenRect().TopLeft());
 a. l.PopUp(&a.e, true, false, false,false);
 a.Run();

}
```