Hello Deep

In DEBUG mode, ScatterCtrl has all menus activated to show the developer all the possibilities. However in RELEASE mode, as it is devoted to final user, just the options permitted by the developer are shown.
In this case, you can use ShowProcessDlg(); to show this dialog.
To set all dialogs you could put:SetMouseHandling(true, true).ShowContextMenu().ShowPropertiesDlg().ShowProcessDlg().ShowButtons()