Hello again.

Thank you Xemuth and Mirek for your Replys.

To answer some of my other Questions - maybe also for other People interested in Upp:
1.) Compiler Flags: Sadly, yes you still hardcode / preset Flags like 'mthreads'. Now that I played around with Upp a little bit, I remember, that this was a Problem in 2018 when I wanted to use MinGW or Visual Studio and vice versa. I guess this makes it easier for Upp Beginners. Fortunately, I can easily overwrite this by setting -pthreads on the MinGW MSYS2 Build File. Need to test if more of this will come up.

2.) Accessibility: Very quick Test with the NVDA Screen Reader: Application Title, Menu Names (not Menu Entries) and Text in the Statusbar (set at App start) gets read. Text in a MessageBox (PromptOPCancel) for Example does not get read - unless I hover the Mouse over the Text. And the Text (Description of the Buttons) get read all in once. But the latter seems to me like a Limitation of NVDA or the Windows API. No Idea. I am totally new to tha Accesibility Stuff. As I did not found any Upp Source File named Accessibility or something like that, I guess Upp does not have any direct Support for it and everything depends on the Windows AUI and the used Screen Reader. That would explain why this Question was not answered yet ;)

Thanks
#StaySafeStayHealthy :)
EDIT01: Tested with latest Nightly: 18th April 2021 on Windows 10 Pro 20H2 (19042.908)