Hi,

There is a strange FileSel + DisplayPopup crash in the last release and current version. Here's a minimal testcase:
#include <CtrlLib/CtrlLib.h>

using namespace Upp;

GUI_APP_MAIN
{
 {
  FileSel fs;
  fs.ExecuteOpen();
 }
 PromptOK("With a DisplayPopup you will not get this far!");
}

Please run the above code in debugger and open a file with a long name while it's displayed in a DisplayPopup to show the entire filename. A double click on a long filename will do.

I think the callback posted from DisplayPopup's WhenClose is late from object destruction and freeing the memory crashes.

Best regards,

Tom