Hi,

One of my application windows lost context menu (and timer) with U++ 2023.2. I was able to track the breakdown to U++ git commit 608b204.

Here are the details:

In one of my windows (in a multi window app) deeper in the hierarchy MenuBar::Execute(THISBACK(ContextMenu)) runs a context menu once, but refuses to start again until I have closed and reopened that window again. It gets stuck in Win32Wnd.cpp in the while loop:
bool Ctrl::ProcessEvents(bool *quit)
{
 ASSERT_(IsMainThread(), "ProcessEvents can only run in the main thread");
 if(ProcessEvent(quit)) {
  while(ProcessEvent(quit) && (!LoopCtrl || LoopCtrl->InLoop())); // LoopCtrl-MF 071008
  SweepMkImageCache();
  return true;
 }
 SweepMkImageCache();
 return false;
}

It seems that "LoopCtrl->InLoop()" never returns false, even after closing the popup menu. I tried to follow deeper, but my ability to understand CtrlCore proved insufficient.

Another, related issue is with TimeCallback that does not work at all in that same window either. Not even before using the context menu.

Unfortunately, this is a very complex program and I have not yet been able to build a separate test case to demonstrate the issue. Simple test cases do not reproduce this issue.

Best regards,

Tom