
Subject: [not a bug] Menu isn't drawn. NOGTK. FreeBSD/Fluxbox
Posted by [Mindtraveller](#) on Wed, 27 Aug 2008 21:07:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

Configuration:

FreeBSD 6.2 RELEASE

Fluxbox (compiled from ports)

TheIDE compiled from one of the latest SVN versions with NOGTK flag.

Everything works fine except menus are not drawn. The menu header text is drawn, but the menu itself is completely invisible. In spite of being completely invisible, menus are responding to shortcuts and arrow keys along with Enter key. So user is able to choose and select any menu item, but it is not drawn.

Subject: Re: [bug?] Menu isn't drawn. NOGTK. FreeBSD/Fluxbox
Posted by [masu](#) on Thu, 28 Aug 2008 08:36:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

Have you tried with another wm?

I can remember, there also were some issues with Fluxbox some time ago.

Matthias

Subject: Re: [bug?] Menu isn't drawn. NOGTK. FreeBSD/Fluxbox
Posted by [Mindtraveller](#) on Thu, 28 Aug 2008 17:41:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yes, it's OK with blackbox on the same system. Strange.

Subject: Re: [bug?] Menu isn't drawn. NOGTK. FreeBSD/Fluxbox
Posted by [mirek](#) on Sat, 20 Sep 2008 09:24:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

Mindtraveller wrote on Thu, 28 August 2008 13:41: Yes, it's OK with blackbox on the same system. Strange.

X11 is mess; one of problems is that more than half of its API is actually implemented in WM. Means that slight incompatibility of WM can cause some apps malfunction.

Mirek

Subject: Re: [bug?] Menu isn't drawn. NOGTK. FreeBSD/Fluxbox

Posted by [Mindtraveller](#) on Tue, 28 Oct 2008 16:15:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

Finally I debugged deep into CtrlCore and discovered that dropdown popups and menus are drawn but they are drawn BEHIND actual active window.

I tried some dirty hack to test if it can be corrected and it worked. Partially. Dropdown menus work properly, menus are drawn properly too but disappear on mouse movement inside them.

My dirty little test patch:

CtrlCore/X11Wnd.cpp

```
was: void Ctrl::PopUp(Ctrl *owner, bool savebits, bool activate, bool, bool)
```

```
{
  LLOG("POPUP: " << UPP::Name(this));
  Ctrl *q = owner ? owner->GetTopCtrl() : GetActiveCtrl();
  ignoretakefocus = true;
  Create(q, true, savebits);
  if(activate) {
    q->StartPopupGrab();
    popupgrab = true;
  }
  if(top) popup = true;
  WndShow(visible);

  if(activate && IsEnabled())
    SetFocus();
  if(top) top->owner = owner;
  StateH(OPEN);
}
```

```
now: void Ctrl::PopUp(Ctrl *owner, bool savebits, bool activate, bool, bool)
```

```
{
  LLOG("POPUP: " << UPP::Name(this));
  Ctrl *q = owner ? owner->GetTopCtrl() : GetActiveCtrl();
  ignoretakefocus = true;
  Create(q, true, savebits);
  if(activate) {
    q->StartPopupGrab();
    popupgrab = true;
  }
  if(top) popup = true;
  WndShow(visible);

  SetWndFocus();
  XRaiseWindow(Xdisplay, top->window);

  if(activate && IsEnabled())
    SetFocus();
}
```

```
if(top) top->owner = owner;
StateH(OPEN);
}
```

Subject: Re: [bug?] Menu isn't drawn. NOGTK. FreeBSD/Fluxbox
Posted by [Mindtraveller](#) on Fri, 31 Oct 2008 00:53:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

Solved. You were right. It was truly fluxbox issue, not U++.

Subject: Re: [bug?] Menu isn't drawn. NOGTK. FreeBSD/Fluxbox
Posted by [mirek](#) on Sun, 02 Nov 2008 15:46:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

Mindtraveller wrote on Thu, 30 October 2008 20:53Solved. You were right. It was truly fluxbox issue, not U++.

Indeed, popup-window management is poorly defined in X11 and wastly depends on WM...

Mirek
