on OSX, as it has been mentioned in the forums, upp menus are shown.
I have found out that they are displayed under the application window and parent is desktop root window. Or popups are displayed miles away on top of other apps.

As a quick fix, I applied in X11Wnd.cpp

```
void Ctrl::Create0(Ctrl *owner, bool redirect, bool savebits)
{
...
 Window dad;
 if(IsPopUp())
 {
  dad = (owner->top)->window;
 }
 else
  dad = RootWindow(Xdisplay, Xscreenno);

 Window w = XCreateWindow(Xdisplay, dad,
                r.left, r.top, r.Width(), r.Height(),
                0, CopyFromParent, InputOutput, CopyFromParent,
                CWBitGravity|CWSaveUnder|CWOverrideRedirect|
                (IsCompositedGui() ? CWBackPixel : CWBackPixmap),
                &swa);
 if(!w) XError("XCreateWindow failed !");
...
```

also popup=true; before Create
the menus are displayed now but by the size of a window bar lower.

I guess that there is also a problem with focusCtrl.
Before I explore any deeper could someone tell:

Are menus supposed to have parent RootWindow(Xdisplay, Xscreenno); in upp?

and
```
void MenuBar::PopUp(Ctrl *owner, Point p, Size rsz)
{
 bool szcx = true;
 bool szcy = true;
 bool szx = false;
 bool szy = false;
 if(parentmenu) {
```

```
  if(parentmenu->IsChild())
   szcx = false;
  else
   szcy = false;
  WhenHelp = parentmenu->WhenHelp;
 }
 Rect r = GetWorkArea(p);
```

Rect r = the whole screen?

Subject: Re: [BUG?] X11 (at least OSX) Menus displayed under TopWindow, owner=RootWindow
Posted by mirek on Fri, 28 Jan 2011 11:37:49 GMT

fudadmin wrote on Fri, 28 January 2011 00:41on OSX, as it has been mentioned in the forums, upp menus are shown.
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As a quick fix, I applied in X11Wnd.cpp

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  dad = RootWindow(Xdisplay, Xscreenno);

 Window w = XCreateWindow(Xdisplay, dad,
                r.left, r.top, r.Width(), r.Height(),
                0, CopyFromParent, InputOutput, CopyFromParent,
                CWBitGravity|CWSaveUnder|CWOverrideRedirect|
                (IsCompositedGui() ? CWBackPixel : CWBackPixmap),
                &swa);
 if(!w) XError("XCreateWindow failed !");
...
```

also popup=true; before Create
the menus are displayed now but by the size of a window bar lower.

I guess that there is also a problem with focusCtrl.
Before I explore any deeper could someone tell:

Are menus supposed to have parent RootWindow(Xdisplay, Xscreenno); in upp?

Of course. Not possible to do this any other way. Parent clips content of its child, so if we want menus to extend "outside" its owner window, parent has to be RootWindow.

Quote:
void MenuBar::PopUp(Ctrl *owner, Point p, Size rsz)
{
 bool szcx = true;
 bool szcy = true;
 bool szx = false;
 bool szy = false;
 if(parentmenu) {
  if(parentmenu->IsChild())
   szcx = false;
  else
   szcy = false;
  WhenHelp = parentmenu->WhenHelp;
 }
 Rect r = GetWorkArea(p);

Rect r = the whole screen?

In most cases, yes.

Subject: Re: [BUG?] X11 (at least OSX) Menus displayed under TopWindow, owner=RootWindow
Posted by mirek on Fri, 28 Jan 2011 11:42:00 GMT
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fudadmin wrote on Fri, 28 January 2011 00:41on OSX, as it has been mentioned in the forums, upp menus are shown.
I have found out that they are displayed under the application window and parent is desktop root window. Or popups are displayed miles away on top of other apps.

Actually, on top of everything else is OK. This is the only way X11 can do...

Subject: Re: [BUG?] X11 (at least OSX) Menus displayed under TopWindow, owner=RootWindow
Posted by fudadmin on Fri, 28 Jan 2011 12:29:34 GMT

mirek wrote on Fri, 28 January 2011 11:42fudadmin wrote on Fri, 28 January 2011 00:41on OSX, as it has been mentioned in the forums, upp menus are shown.
I have found out that they are displayed under the application window and parent is desktop root window. Or popups are displayed miles away on top of other apps.

Actually, on top of everything else is OK. This is the only way X11 can do...

but this is not ok?

File Attachments
1) OSX_Menus_BUG.png, downloaded 1119 times

Subject: Re: [BUG?] X11 (at least OSX) Menus displayed under TopWindow, owner=RootWindow
Posted by fudadmin on Fri, 28 Jan 2011 13:03:43 GMT

I think I have the remedy.

in CtrlKbd.cpp,
if I comment the line
 topwindow->SetWndForeground(); // cxl 2007-4-27
the menus are displayed properly. Any side effects from your point of view?
like this:

```
bool Ctrl::SetFocus0(bool activate)
{
 GuiLock __;
 if(IsUsrLog())
  UsrLogT(6, String().Cat() << "SETFOCUS " << Desc(this));
 LLOG("Ctrl::SetFocus " << Desc(this));
 LLOG("focusCtrlWnd " << UPP::Name(focusCtrlWnd));
 LLOG("Ctrl::SetFocus0 -> deferredSetFocus = NULL; was: " << UPP::Name(defferedSetFocus));
 defferedSetFocus = NULL;
 if(focusCtrl == this) return true;
 if(!IsOpen() || !IsEnabled() || !IsVisible()) return false;
 Ptr<Ctrl> pfocusCtrl = focusCtrl;
 Ptr<Ctrl> topwindow = GetTopWindow();
```

```
 Ptr<Ctrl> topctrl = GetTopCtrl();
 Ptr<Ctrl> _this = this;
 if(!topwindow) topwindow = topctrl;
 LLOG("SetFocus -> SetWndFocus: topwindow = " << UPP::Name(topwindow) << ", focusCtrlWnd
= " << UPP::Name(focusCtrlWnd));
 if(!topwindow->HasWndFocus() && !topwindow->SetWndFocus()) return false;// cxl 31.1.2004
// topwindow->SetWndForeground(); // cxl 2007-4-27
 LLOG("SetFocus -> focusCtrl = this: " << FormatIntHex(this) << ", _this = " <<
FormatIntHex(~_this) << ", " << UPP::Name(_this));
 focusCtrl = _this;
 focusCtrlWnd = topwindow;
 DoKillFocus(pfocusCtrl, _this);
 LLOG("SetFocus 2 - after DoKillFocus");
 DoDeactivate(pfocusCtrl, _this);
 DoSetFocus(pfocusCtrl, _this, activate);
 if(topwindow)
  lastActiveWnd = topwindow;
 return true;
}
```

Subject: Re: [BUG?] X11 (at least OSX) Menus displayed under TopWindow, owner=RootWindow
Posted by mirek on Sat, 29 Jan 2011 19:39:15 GMT
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fudadmin wrote on Fri, 28 January 2011 08:03I think I have the remedy.

in CtrlKbd.cpp,
if I comment the line
 topwindow->SetWndForeground(); // cxl 2007-4-27
the menus are displayed properly. Any side effects from your point of view?

Well looks like X11 on macosx is not really 100% compliant. No wonder, X11 is absolute mess.

Well, I guess there might be sideeffect - I would use

#ifndef PLATFORM_OSX11

there.

Mirek

Subject: Re: [BUG?] X11 (at least OSX) Menus displayed under TopWindow, owner=RootWindow
Posted by fudadmin on Sat, 29 Jan 2011 20:15:08 GMT

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mirek wrote on Sat, 29 January 2011 19:39fudadmin wrote on Fri, 28 January 2011 08:03I think I have the remedy.

in CtrlKbd.cpp,
if I comment the line
 topwindow->SetWndForeground(); // cxl 2007-4-27
the menus are displayed properly. Any side effects from your point of view?

Well looks like X11 on macosx is not really 100% compliant. No wonder, X11 is absolute mess.

Well, I guess there might be sideeffect - I would use

#ifndef PLATFORM_OSX11

there.

Mirek

But have you read this?

Subject: Re: [BUG?] X11 (at least OSX) Menus displayed under TopWindow, owner=RootWindow
Posted by mirek on Sun, 30 Jan 2011 08:51:45 GMT

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Would

if(active) wnd->SetWndForeground();

work for you?

Subject: Re: [BUG?] X11 (at least OSX) Menus displayed under TopWindow, owner=RootWindow
Posted by fudadmin on Mon, 31 Jan 2011 12:04:48 GMT

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mirek wrote on Sun, 30 January 2011 08:51Would

if(active) wnd->SetWndForeground();

work for you?

error: active is not declared

blind try - this works:if(focusCtrl) focusCtrl->SetWndForeground();

Subject: Re: [BUG?] X11 (at least OSX) Menus displayed under TopWindow, owner=RootWindow
Posted by dolik.rce on Mon, 31 Jan 2011 13:12:28 GMT
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fudadmin wrote on Mon, 31 January 2011 13:04mirek wrote on Sun, 30 January 2011 08:51Would

if(active) wnd->SetWndForeground();

work for you?

error: active is not declared

blind try - this works:if(focusCtrl) focusCtrl->SetWndForeground();

I believe it should have been if(activate) wnd->SetWndForeground();At least that is what I did and it helped.

Honza

Subject: Re: [BUG?] X11 (at least OSX) Menus displayed under TopWindow, owner=RootWindow
Posted by mirek on Mon, 31 Jan 2011 13:12:33 GMT
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fudadmin wrote on Mon, 31 January 2011 07:04mirek wrote on Sun, 30 January 2011 08:51Would

if(active) wnd->SetWndForeground();

work for you?

error: active is not declared

blind try - this works:if(focusCtrl) focusCtrl->SetWndForeground();

Ops, should have been 'activate' (param of the function).

BTW, FYI, this call to SetWndForeground is quite essential, as we simply expect that setting focus activates the window (puts it to foreground).

Mirek

Subject: Re: [BUG?] X11 (at least OSX) Menus displayed under TopWindow, owner=RootWindow
Posted by mirek on Mon, 31 Jan 2011 13:13:16 GMT
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dolik.rce wrote on Mon, 31 January 2011 08:12fudadmin wrote on Mon, 31 January 2011 13:04mirek wrote on Sun, 30 January 2011 08:51Would

if(active) wnd->SetWndForeground();

work for you?

error: active is not declared

blind try - this works:if(focusCtrl) focusCtrl->SetWndForeground();

I believe it should have been if(activate) wnd->SetWndForeground();At least that is what I did and it helped.

Honza

Did it? It's a great news then

Mirek

Subject: Re: [BUG?] X11 (at least OSX) Menus displayed under TopWindow, owner=RootWindow
Posted by dolik.rce on Mon, 31 Jan 2011 13:51:38 GMT
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mirek wrote on Mon, 31 January 2011 14:13dolik.rce wrote on Mon, 31 January 2011 08:12if(activate) wnd->SetWndForeground();At least that is what I did and it helped.

Honza

Did it? It's a great news then

Mirek
Well, it did fix the annoying behavior of theide stealing the focus to other programs Not sure about OSX...

I still don't understand why is it necessary to SetWndForeground when setting focus. I would expect window manager to take care of that in case of user causes the focus change (e.g. by clicking in the window). In case of setting the focus from code, it should IMHO be up to programmer to decide if the window should get activated. And the programmer should use it very rarely, as it is quite annoying

Honza

PS: And it didn't solve Radeks problems in the other thread...

Subject: Re: [BUG?] X11 (at least OSX) Menus displayed under TopWindow, owner=RootWindow
Posted by fudadmin on Mon, 31 Jan 2011 14:01:39 GMT
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mirek wrote on Mon, 31 January 2011 13:13dolik.rce wrote on Mon, 31 January 2011 08:12fudadmin wrote on Mon, 31 January 2011 13:04mirek wrote on Sun, 30 January 2011 08:51Would

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Honza

Did it? It's a great news then

Mirek

Honza's proposed solution was based on a wrong believe . Because - error: "wnd is not declared". What works is:

 if(activate) {
// topwindow->SetWndForeground(); //this prevents menus in OSX11

```
  focusCtrl->SetWndForeground();
 }
```

if I understand correctly, if a menu pane is activated it should become focusCtrl and it should be put into foreground

---

Subject: Re: [BUG?] X11 (at least OSX) Menus displayed under TopWindow, owner=RootWindow
Posted by fudadmin on Mon, 31 Jan 2011 14:09:17 GMT

This works as well :
```
 if(activate) _this->SetWndForeground();
```

Maybe such was the intention?

Subject: Re: [BUG?] X11 (at least OSX) Menus displayed under TopWindow, owner=RootWindow
Posted by mirek on Mon, 31 Jan 2011 14:09:56 GMT

fudadmin wrote on Mon, 31 January 2011 09:01mirek wrote on Mon, 31 January 2011 13:13dolik.rce wrote on Mon, 31 January 2011 08:12fudadmin wrote on Mon, 31 January 2011 13:04mirek wrote on Sun, 30 January 2011 08:51Would

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Honza's proposed solution was based on a wrong believe . Because - error: "wnd is not declared". What works is:

```
 if(activate) {
//  topwindow->SetWndForeground(); //this prevents menus in OSX11
 focusCtrl->SetWndForeground();
 }
```

if I understand correctly, if a menu pane is activated it should become focusCtrl and it should be put into foreground

Oh, I guess I have made a mistake with ids, sorry.

Should have been:

```
 if(activate)
  topwindow->SetWndForeground();
```

It cannot be focusCtrl, as focusCtrl is not required to be topctrl...

Anyway, now looking at it, perhaps the really correct solution is

```
topctrl->SetWndForeground();
```

or maybe

```
if(activate)
   topctrl->SetWndForeground();
```

If you have time to check in osx11 and/or linux, it would be very helpful.

Subject: Re: [BUG?] X11 (at least OSX) Menus displayed under TopWindow, owner=RootWindow
Posted by dolik.rce on Mon, 31 Jan 2011 14:18:23 GMT
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Oups, I made a mistake by copy/pasting from some other post I actually just added the if(activate) to the already existing line. So to clear it up: Quote:if(activate) topwindow->SetWndForeground(); //works for me

Sorry for confusion,

Honza

Subject: Re: [BUG?] X11 (at least OSX) Menus displayed under TopWindow, owner=RootWindow
Posted by fudadmin on Mon, 31 Jan 2011 14:25:31 GMT
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mirek wrote on Mon, 31 January 2011 14:09[or maybe

if(activate)
    topctrl->SetWndForeground();

If you have time to check in osx11 and/or linux, it would be very helpful.

This works on osx11! I don't have linux. Honza could check, please.

Subject: Re: [BUG?] X11 (at least OSX) Menus displayed under TopWindow, owner=RootWindow
Posted by dolik.rce on Mon, 31 Jan 2011 15:03:26 GMT
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fudadmin wrote on Mon, 31 January 2011 15:25mirek wrote on Mon, 31 January 2011 14:09[or maybe

if(activate)
    topctrl->SetWndForeground();

If you have time to check in osx11 and/or linux, it would be very helpful.

This works on osx11! I don't have linux. Honza could check, please.
Appears to work fine on Linux too.
Honza

Subject: Re: [BUG?] X11 (at least OSX) Menus displayed under TopWindow, owner=RootWindow
Posted by fudadmin on Mon, 31 Jan 2011 15:15:26 GMT
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Sorry, just noticed that this way is better:
```
 if(activate) {
  if(!this->IsPopUp())
   topwindow->SetWndForeground();
  else
   focusCtrl->SetWndForeground();
 }
```
the previous
```
if(activate)
    topctrl->SetWndForeground();
```
causes flickering of the window frame, shadows and titlebar.

Subject: Re: [BUG?] X11 (at least OSX) Menus displayed under TopWindow, owner=RootWindow
Posted by fudadmin on Mon, 31 Jan 2011 16:17:35 GMT
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fudadmin wrote on Mon, 31 January 2011 15:15Sorry, just noticed that this way is better:
```
 if(activate) {
  if(!this->IsPopUp())
   topwindow->SetWndForeground();
  else
   focusCtrl->SetWndForeground();
 }
```
the previous
```
if(activate)
    topctrl->SetWndForeground();
```
causes flickering of the window frame, shadows and titlebar.
Sorry once again. I rushed. The above causes menu disappear when trying to select. I will try to investigate deeper - I need to understand more of the logic here. At least now I can work faster because I have ultimate++ theide quite useable in osx11.

Subject: Re: [BUG?] X11 (at least OSX) Menus displayed under TopWindow, owner=RootWindow
Posted by mirek on Mon, 31 Jan 2011 16:28:03 GMT
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fudadmin wrote on Mon, 31 January 2011 11:17fudadmin wrote on Mon, 31 January 2011 15:15Sorry, just noticed that this way is better:
```
 if(activate) {
  if(!this->IsPopUp())
   topwindow->SetWndForeground();
  else
   focusCtrl->SetWndForeground();
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if(activate)
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Sorry once again. I rushed. The above causes menu disappear when trying to select. I will try to investigate deeper - I need to understand more of the logic here. At least now I can work faster because I have ultimate++ theide quite useable in osx11.

So, should I put

if(activate)
    topctrl->SetWndForeground();

into trunk for now? Is flickering the only problem now?

---

mirek wrote on Mon, 31 January 2011 16:28fudadmin wrote on Mon, 31 January 2011 11:17fudadmin wrote on Mon, 31 January 2011 15:15Sorry, just noticed that this way is better:
 if(activate) {
  if(!this->IsPopUp())
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Sorry once again. I rushed. The above causes menu disappear when trying to select. I will try to investigate deeper - I need to understand more of the logic here. At least now I can work faster because I have ultimate++ theide quite useable in osx11.

So, should I put

if(activate)
    topctrl->SetWndForeground();

into trunk for now? Is flickering the only problem now?

Could go into trunk for now. I'll try to find out what causes that flickering. I haven't noticed anything else bad.

Subject: Re: [BUG?] X11 (at least OSX) Menus displayed under TopWindow, owner=RootWindow
Posted by fudadmin on Mon, 31 Jan 2011 18:34:58 GMT

```
if(activate && !topctrl->IsPopUp())
  topwindow->SetWndForeground();
```

no more flickering and menus works well!

Bet I feel (tried a bit...) that now it is possible to optimize (do not use redundant focus change in some cases in the code below that line:

```
  focusCtrl = _this;
  focusCtrlWnd = topwindow;
  DoKillFocus(pfocusCtrl, _this);
  LLOG("SetFocus 2 - after DoKillFocus");
  DoDeactivate(pfocusCtrl, _this);
  DoSetFocus(pfocusCtrl, _this, activate);
  if(topwindow)
   lastActiveWnd = topwindow;
  return true;
```

Subject: Re: [BUG?] X11 (at least OSX) Menus displayed under TopWindow, owner=RootWindow
Posted by mirek on Tue, 01 Feb 2011 18:29:42 GMT

fudadmin wrote on Mon, 31 January 2011 13:34if(activate && !topctrl->IsPopUp())
  topwindow->SetWndForeground();

no more flickering and menus works well!

Does this variant work in linux too?

Mirek

Subject: Re: [BUG?] X11 (at least OSX) Menus displayed under TopWindow, owner=RootWindow
Posted by dolik.rce on Tue, 01 Feb 2011 21:51:43 GMT

mirek wrote on Tue, 01 February 2011 19:29fudadmin wrote on Mon, 31 January 2011 13:34if(activate && !topctrl->IsPopUp())
  topwindow->SetWndForeground();

no more flickering and menus works well!

Does this variant work in linux too?

Mirek
It works in the sense of "compiles and runs". But with this solution theide still comes to foreground when linking is finished. I would prefer some solution that removes that behavior.

Honza

Subject: Re: [BUG?] X11 (at least OSX) Menus displayed under TopWindow, owner=RootWindow
Posted by fudadmin on Wed, 02 Feb 2011 12:49:02 GMT
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I've just discovered that this if(activate && !topctrl->IsPopUp())

  topwindow->SetWndForeground();
doesn't solve all popups. E.g in theide left botton file list popup are still opening under the main window... . I guess because theide immediately activates file contents in the editor window, so the editor steals the focus? I'll try to investigate deeper.

Subject: Re: [BUG?] X11 (at least OSX) Menus displayed under TopWindow, owner=RootWindow
Posted by fudadmin on Wed, 02 Feb 2011 16:42:21 GMT
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ok, semi-blind fix. I do not know which cases or intentions should be covered with SetWndForeground.. It looks working well on osx11:


```
 focusCtrl = _this;
 focusCtrlWnd = topwindow;
 DoKillFocus(pfocusCtrl, _this);
 LLOG("SetFocus 2 - after DoKillFocus");
 DoDeactivate(pfocusCtrl, _this);
 if( !topctrl->IsPopUp() )
   _this->SetWndForeground();
 DoSetFocus(pfocusCtrl, _this, activate);
```

```
 if(topwindow)
  lastActiveWnd = topwindow;
 return true;
```

I just thought that there's no good logic to put ->SetWndForeground before DoDeactivate.
also, I removed if(activate) because that prevented Assist popup getting focus and wheel was not
working.

Subject: Re: [BUG?] X11 (at least OSX) Menus displayed under TopWindow, owner=RootWindow
Posted by dolik.rce on Thu, 03 Feb 2011 18:20:39 GMT
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fudadmin wrote on Wed, 02 February 2011 17:42ok, semi-blind fix. I do not know which cases or
intentions should be covered with SetWndForeground.. It looks working well on osx11:

```
 focusCtrl = _this;
 focusCtrlWnd = topwindow;
 DoKillFocus(pfocusCtrl, _this);
 LLOG("SetFocus 2 - after DoKillFocus");
 DoDeactivate(pfocusCtrl, _this);
 if( !topctrl->IsPopUp() )
  _this->SetWndForeground();
 DoSetFocus(pfocusCtrl, _this, activate);
 if(topwindow)
  lastActiveWnd = topwindow;
 return true;
```

I just thought that there's no good logic to put ->SetWndForeground before DoDeactivate.
also, I removed if(activate) because that prevented Assist popup getting focus and wheel was not
working.
Sounds logical and works well for me on X11.

Honza

Subject: Re: [BUG?] X11 (at least OSX) Menus displayed under TopWindow, owner=RootWindow
Posted by dolik.rce on Mon, 25 Apr 2011 17:41:29 GMT
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After compiling theide on OpenBSD, I noticed that it also suffers from this problem and that no fix
was commited so far...

Using if(activate) topctrl->SetWndForeground(); in SetFocus0() as described above by fudadmin seems to fix it correctly. Could this fix be commited (at least with #ifdef PLATFORM_BSD) ?

Honza

Subject: Re: [BUG?] X11 (at least OSX) Menus displayed under TopWindow, owner=RootWindow
Posted by mirek on Sat, 30 Apr 2011 17:07:12 GMT
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I have to admit I am little bit lost about what code change required...

Could you provide complete SetFocus0 please?

Mirek

Subject: Re: [BUG?] X11 (at least OSX) Menus displayed under TopWindow, owner=RootWindow
Posted by dolik.rce on Sat, 30 Apr 2011 18:20:29 GMT
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mirek wrote on Sat, 30 April 2011 19:07I have to admit I am little bit lost about what code change required...

Could you provide complete SetFocus0 please?

Mirek

I understand, I had trouble finding the fix in this thread as well
```
bool Ctrl::SetFocus0(bool activate)
{
 GuiLock __;
 if(IsUsrLog())
  UsrLogT(6, String().Cat() << "SETFOCUS " << Desc(this));
 LLOG("Ctrl::SetFocus " << Desc(this));
 LLOG("focusCtrlWnd " << UPP::Name(focusCtrlWnd));
 LLOG("Ctrl::SetFocus0 -> deferredSetFocus = NULL; was: " << UPP::Name(defferedSetFocus));
 defferedSetFocus = NULL;
 if(focusCtrl == this) return true;
 if(!IsOpen() || !IsEnabled() || !IsVisible()) return false;
 Ptr<Ctrl> pfocusCtrl = focusCtrl;
 Ptr<Ctrl> topwindow = GetTopWindow();
 Ptr<Ctrl> topctrl = GetTopCtrl();
```

```
 Ptr<Ctrl> _this = this;
 if(!topwindow) topwindow = topctrl;
 LLOG("SetFocus -> SetWndFocus: topwindow = " << UPP::Name(topwindow) << ", focusCtrlWnd
= " << UPP::Name(focusCtrlWnd));
 if(!topwindow->HasWndFocus() && !topwindow->SetWndFocus()) return false;// cxl 31.1.2004
 if(activate) topctrl->SetWndForeground(); // <- this line changed
 LLOG("SetFocus -> focusCtrl = this: " << FormatIntHex(this) << ", _this = " <<
FormatIntHex(~_this) << ", " << UPP::Name(_this));
 focusCtrl = _this;
 focusCtrlWnd = topwindow;
 DoKillFocus(pfocusCtrl, _this);
 LLOG("SetFocus 2");
 DoDeactivate(pfocusCtrl, _this);
 DoSetFocus(pfocusCtrl, _this, activate);
 if(topwindow)
  lastActiveWnd = topwindow;
 return true;
}
```

Tested on OpenBSD+gcc4.2 and Linux+gcc4.6, seems to work fine on both...

Honza

Subject: Re: [BUG?] X11 (at least OSX) Menus displayed under TopWindow,
owner=RootWindow
Posted by mirek on Sun, 01 May 2011 17:42:49 GMT
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Applied...

Subject: Re: [BUG?] X11 (at least OSX) Menus displayed under TopWindow,
owner=RootWindow
Posted by mirek on Wed, 04 May 2011 09:58:39 GMT
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mirek wrote on Sun, 01 May 2011 13:42Applied...

Unfortunately, this patch causes flashing of window titlebar in Win32 when working with menu.

For now, I have used #ifdef PLATFORM_POSIX, but I hope there is some better solution...

Anyway, it needs to be

```
#ifdef PLATFORM_POSIX
 if(activate) // Dolik/fudadmin 2011-5-1
  topctrl->SetWndForeground();
#else
 topwindow->SetWndForeground();  // cxl 2007-4-27
#endif
```

I guess the problem is different handling of popups in Win32 vs X11.

Subject: Re: [BUG?] X11 (at least OSX) Menus displayed under TopWindow, owner=RootWindow
Posted by mirek on Wed, 04 May 2011 10:00:56 GMT
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I believe the right solution is to change PopUp method, not SetFocus0...

Perhaps something around X11Wnd.cpp line 518...

Maybe adding _NET_WM_STATE_ABOVE too?

Subject: Re: [BUG?] X11 (at least OSX) Menus displayed under TopWindow, owner=RootWindow
Posted by dolik.rce on Wed, 04 May 2011 10:50:04 GMT
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mirek wrote on Wed, 04 May 2011 12:00I believe the right solution is to change PopUp method, not SetFocus0...

Perhaps something around X11Wnd.cpp line 518...

Maybe adding _NET_WM_STATE_ABOVE too?
_NET_WM_STATE_ABOVE might be a solution for menus, but I'm not sure if it won't cause trouble with popups in general. It might lead to situations where popup stays hanging on screen. I am no X11 expert, but I remember such things happening in past with U++.

Honza

Subject: Re: [BUG?] X11 (at least OSX) Menus displayed under TopWindow, owner=RootWindow

Posted by mirek on Wed, 04 May 2011 11:25:44 GMT

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dolik.rce wrote on Wed, 04 May 2011 06:50mirek wrote on Wed, 04 May 2011 12:00I believe the right solution is to change PopUp method, not SetFocus0...

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I guess that would be another kind of error anyway.

Subject: Re: [BUG?] X11 (at least OSX) Menus displayed under TopWindow, owner=RootWindow
Posted by xzsa on Wed, 04 May 2011 19:11:35 GMT

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Since last updete (3401 - Arch Linux x86-64) I can also report flashing of window titlebar when working with menus.