
Subject: Re: Multiple windows and focus

Posted by [jibe](#) on Wed, 04 Jul 2007 14:10:19 GMT

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mrjt wrote on Wed, 04 July 2007 14:07 win->SetForeground();
win->SetFocus();

Works fine for me. Also you don't need to call LostFocus, this will be done for you.

Yes, it's working fine, thanks I tried a lot of things, but I missed this method !

mrjt wrote on Wed, 04 July 2007 14:07 You might want to use the Upp class `Ptr<TopWindow>` instead of the pointers. Then you don't need to worry about setting them back to NULL. Personally I'd keep them in an array of `Ptrs`.

I'm still new with UPP and don't know how to use this (even if I guess a little...). Is there a document explaining that, or I must study the sources ?

mrjt wrote on Wed, 04 July 2007 14:07 Do you really need to create/delete the windows when they are opened/closed? Unless you will have many of them you could just have them as members and not have to worry about it.

Sometimes, I have few simple windows, so I could effectively create them all at the beginning. But sometimes I need several complex windows, so I think that it's better to create/delete to save memory...

mrjt wrote on Wed, 04 July 2007 14:07 Or you could google for 'Singleton class C++', which might do what you're looking for.

Yes, I could use a singleton. But is there a singleton base class in UPP ? For me, singleton is more especially interesting for a team of developers, and in most cases I'm developing alone.

Anyway, if there is not yet, I think that a singleton base class would be interesting in UPP, even if it's not difficult to create one's own : no need to re-invent the wheel each time... Maybe to think for a next version

Thanks for your help and advices
