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 14:07You 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 gess a little...). Is there a document
explaining that, or I must study the sources ?

mrjt wrote on Wed, 04 July 2007 14:07Do 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 begining. 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 14:07Or 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 developpers, and in most cases I'm developping alone.

Anyway, if there is not yet, I think that a singleton base class would be interresting 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