## Subject: Modal vs non-modal window
Posted by NeonN on Wed, 03 Oct 2007 18:13:42 GMT

View Forum Message <> Reply to Message

Hi, I'm new here. I found Ultimate++ few months ago... but until last week, i had no time to try it. And I have to say... I am starting to like it more and more ...

But there's a problem... I do not understand how to open dialog window (and block the windows behind) and how new main window or new dialog window without blocking the app...

I tried this

```
void ToDo2::AddProjectDlg()
{
 static  WithAddProjectLayout<TopWindow> * opened = NULL;
 if (opened != NULL)
 {
  opened->TopMost(false,false);
  return;
 }
 bool * sent = new bool;
 WithAddProjectLayout<TopWindow> * layAddProject = new
WithAddProjectLayout<TopWindow>;
 opened = layAddProject;
 CtrlLayoutOKCancel(*layAddProject, "Add Project");
 layAddProject->Open();
 *sent = false;
 while (!(*sent))
 {
  switch (layAddProject->Execute())
  {
   case IDOK:
    if ((String) layAddProject->esProjectName.GetData() != "")
    {
     AddProject(AsString(layAddProject->esProjectName.GetData()),
AsString(layAddProject->deDescription.GetData()));
     *sent = true;
    }
    else
    {
     PromptOK("Project name is empty!");
    }
    break;

   case IDCANCEL:
   case IDEXIT:
    *sent = true;
  }
```

```
 }
 delete sent;
 delete layAddProject;
 opened = NULL;
}
```

```
GUI_APP_MAIN
{
 ToDo2 main_abc;
 main_abc.Sizeable().Zoomable().Run();
}
```

This is doing exactly what i need. Open window... if allready opened, just get it to the top of the screen (checked with EventLoop())... check some values entered by user and if everything is ok, use them (call some function) and close the window.
But how to open it as independet window or independent main window (show it on taskbar)?

I gues I have to use Execute() to check the dialog status... but Execute() blocks the main windows behind ... and EventLoop() doesn't return any value to check.