
Subject: Re: Modal vs non-modal window
Posted by [mrjt](#) on Thu, 04 Oct 2007 11:08:24 GMT
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Hello and welcome!

I assume you've already decided against a separate class for the window, so what I would do is something like this:

```
One<AWindow> wnd;
void OpenAWindow() {
    if (!wnd) {
        wnd = new AWindow();
        CtrlLayout(*wnd, "A Window");
        wnd->ok <<= THISBACK(AWindowOK);
        wnd->WhenClose = wnd->cancel <<= THISBACK(AWindowClose);
        //wnd->Open(this);
        wnd->OpenMain();
    }
    else
        wnd->TopMost(false, false);
}
void AWindowOK() {
    if (wnd->Accept()) {
        // Do Something with data
        AWindowClose();
    }
}
void AWindowClose() { wnd.Clear(); }
(all members of another class)
```

This allows the window to be displayed non-modally. By changing OpenMain to Open(this) you will get a child window (always above parent). It's possible that Mirek might come along and tell me I've got this wrong though

Also, if you didn't care about memory release after closing (if it's a small app I wouldn't bother), you could just add the line: `AWindow &wnd = Single<AWindow>()` to all the functions you need to access the window, and remove the member variable.

Hope that helps.
James

edit: Forgot AWindowClose
