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Subject: Re: Modal vs non-modal window  
Posted by [NeonN](#) on Fri, 05 Oct 2007 11:47:14 GMT  
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exolon wrote on Fri, 05 October 2007 11:55 Just out of curiosity, why did you do:  
bool \* sent = new bool;

Thanks for a note... I guess I wasn't thinking about the code deeply ..

mrjt:

I guess you're right. Separating more complex windows is a good idea. And for small dialogs it's reasonable to use just:

```
void HomeBudget::NewCategory()
{
    AddNewCat dlg;

    if(dlg.Execute() == IDOK)
    {
        ...
    }
}
(HomeBudget example)
```

I looked at the CtrlRetriever and it seems to be a good way how to handle Option dialogs... thanks for a tip. I'll try it as soon as possible.

And the idea of creating a dialog class with some basic functions to manipulate the window and it's data crossed my mind yesterday. But first I'll have to explore some features of Ultimate++ ... I am getting into it slowly (but surely ).

Anyway...for now thanks for all the answers ... Ultimate++ is great toolkit and this forum is awesome. Ultimate++ gained another happy user ...

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