
Subject: Re: Modal vs non-modal window
Posted by [NeonN](#) on Sun, 07 Oct 2007 16:33:58 GMT
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luzr wrote on Sat, 06 October 2007 17:59

Also, `Open()` picks "last active window" of application as its owner (which usually is the right window to use..). That is why there has to be `OpenMain` (which does not pick anything, makes it the "main" window).

Thx, a lot. I was wondering what is the difference between `Open()` and `Open(this)` ... now I get it.

luzr wrote on Sat, 06 October 2007 18:07

For modeless things, usually it is better to just make those subdialogs a member variables (no pointers); to open and close them as needed, no news and deletes involved. This also has the advantage that the content of dialog is accessible in the containing class, so there is often no need to transfer widget data to variables and back...

I read it once before somewhere on this forum... is there any other reason to don't use 'new' for dialogs? If I use 'new', the window doesn't disappear after it's init class-member function is done and the widgets are cleared after closing the window. But I don't know if it's OK to use `Ultimate++` this way ...
