
Subject: Re: Modal vs non-modal window

Posted by [NeonN](#) on Sun, 07 Oct 2007 18:32:05 GMT

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For example:

I have one window with button. The button has assigned callback to function that creates another window...

If I just do this:

```
void ClassName::InitDialog()
{
    WithLayout<TopWindow> laySomething;
    CtrlLayoutOKCancel(laySomething, "Something");
    laySomething.OpenMain();
}
```

... the window disappear after the function is over. I'd have to Execute() the window or ... (I don't know... I'm new in C++ and Ultimate++. I'm trying to understand how to work with the window - what is the best method...)

But when I do this:

```
void ClassName::InitDialog()
{
    laySomething = new WithSomethingLayout<TopWindow>;
    CtrlLayoutOKCancel(*laySomething, "Something");
    laySomething->OpenMain();
}
```

... the window is still opened. I can do anything with the window because the pointer to it is declared in the private part of class but the memmory is allocated only when I need it. And when I close the window, the widgets are automatically cleared (destroyed).

So that's why i don't understand why is using new/delete less alegant or less easier... and why I shouldn't do this...
