Subject: Re: Modal vs non-modal window
Posted by mirek on Mon, 08 Oct 2007 08:52:26 GMT

NeonN wrote on Mon, 08 October 2007 03:14Thx, i get it now... i wasn't thinking about that (making the dialow window class member). But I'm not very exited opening the window this way because it's IMHO wasting free memmory... the dialog window is allocated all the time when main window is running...

Maybe it's not so important for me because the app i am porting will be using at most 5-10 small dialogs... but anyway, i don't like it at all ....

Yep, that is, in theory, a valid concern.

Anyway, how big is subdialog? Single widget occupies 100-200 bytes, so it is usually less than 5KB. People tend to waste much more in other parts of code without even knowing

Another important issue is that you will get access to the dialog, all its settings and values, for free. With new, you would in most cases needed to store a pointer to subdialog anyway.

OTOH, if the memory really is concern, you can use something like

```
class ClassName {
...
   One< WithLayout<TopWindow> > laySomething;
...
};

void ClassName::InitDlg()
{
...
   laySomething.Create();
...
}
```

In this case, data will be allocated on demand, while still keeping the advantage of deterministic cleanup.