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Subject: Re: Modal vs non-modal window

Posted by [NeonN](#) on Mon, 08 Oct 2007 12:58:48 GMT

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Thx for the One<> tip... it seems really useful.

luzr wrote on Mon, 08 October 2007 10:52

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.

Yes, the pointer to the dialog would be a member of main class (and the dialog window would be new'ed in the window-init function)... so I could access to the widgets and values of them in the whole class. But now, the One<> seems as a better option. Thx again...

The app will contain approximately 5-10 dialogs... some of them are just few edits put together but few will be more complex (2-4 ArrayCtrl with data selected from DB, edits, droplists, buttons - all in 2-3 tabs)... so I guess it's more than few kB .

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