
Subject: Re: One Main TopWindow and several others TopWindows, how?

Posted by [fudadmin](#) on Sun, 19 Mar 2006 09:38:50 GMT

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luzr wrote on Sun, 19 March 2006 09:13 Use OpenMain for all windows, but issue Run for the "main" window instead of Ctrl::EventLoop. That way, loop will be ended by closing the "main" window (and rest will get closed by destructors).

Mirek

Thanks! This works now:

```
#include <CtrlLib/CtrlLib.h>
```

```
GUI_APP_MAIN
```

```
{
```

```
    TopWindow w1;
```

```
    TopWindow w2;
```

```
    TopWindow w3main;
```

```
    w1.SetRect(650,500,100,100);
```

```
    w1.OpenMain();
```

```
    w1.Title("w1");
```

```
    w2.SetRect(400,300,200,200);
```

```
    w2.OpenMain();
```

```
    w2.Title("w2");
```

```
    w3main.SetRect(50,50,300,300);
```

```
    w3main.OpenMain();
```

```
    w3main.Title("w3main").Run(); //you must Run() the last one!
```

```
}
```