
Subject: Re: How to Close Modal Dlg from Constructor?

Posted by [kbyte](#) on Thu, 25 Sep 2008 08:28:25 GMT

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LancaAnuids.h

```
#ifndef _CLancaAnuidsDlg_h
#define _CLancaAnuidsDlg_h

#include <CtrlLib/CtrlLib.h>
#include "Main.h"
using namespace Upp;

#define LAYOUTFILE <Main/LancaAnuids.lay>
#include <CtrlCore/lay.h>

class CLancaAnuidsDlg : public WithLancaLayout<TopWindow>
{
public:
    typedef CLancaAnuidsDlg CLASSNAME;
    CLancaAnuidsDlg();

private:
    void Lanca(void);
};

#endif
```

LancaAnuids.cpp

```
#include "LancaAnuids.h"
CLancaAnuidsDlg::CLancaAnuidsDlg()
{
    CtrlLayout(*this, Ctrl::GetAppName());

    Lanca();

    Close();
}

void CLancaAnuidsDlg::Lanca(void)
{
    //Database intensive operations here...
```

```
}
```

On Main dlg I do:

```
void Main::LancaAnuidades(void)
{
    CLancaAnuidsDlg dlg;
    dlg.Run(true);
}
```

The dlg just has a static box saying:

Wait a moment please...

Thanks

Alex
