

---

Subject: A question of C++

Posted by [kbyte](#) on Fri, 27 Mar 2009 09:06:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I have a SDI like application (developed using UPP) that has a menu and in it client are there is the main data where user makes their work. This application has lots of dialogs that are opened, using the main menu, in a modal fashion.

control (grids, labels, edits, etc) in all dialogs, including the client are of the main window.

Mirek had helped me in colorization (thank you again) of controls and the main Windows client are ready and sensitive to colors stored in a binary file (windows background, label forecolor, edits textcolor, etc). Now I have to apply this to all modal dialogs too when they are invoked.

I know that C++ has means to make this without code copy-past, say, by deriving classes but has

All my modal dialogs classes are follow this pattern:

```
class CChangeUnitsDlg : public WithChangeUnitsDlgLayout<TopWindow>
{
}
}
```

Hence, all dialogs must store and be sensitive to the selected colors for background, labels and text on edit controls and on painting time the dialogs must paint using the selected colors.

Thanks very much

Alex