
Subject: How to create a modal dialog

Posted by [forlano](#) on Fri, 07 Apr 2006 05:59:46 GMT

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Hello,

so far we have create widgets in the main window of the application. Sometimes the action requires to open a window dialog to get further input from the user. The dialog can be modal or not modal. In the first case the dialog is on the top of the screen and the main window is temporary inactive. In the second case the user can switch and perform action on the dialog and on the main window as well.

The following code is my last experiment with modal dialoga. It shows a main window with a button that open a modal dialog. This last has been create with the Designer (I can't live without it)

```
#include <CtrlLib/CtrlLib.h>
#define LAYOUTFILE <Vega/editmask.lay> //substitute the path of your layout file
#include <CtrlCore/lay.h>

void testAction()
{ PromptOK("Hello World!");
}

////////// class //////////
class ButtonOpenDlg : public WithButtonOpen<TopWindow> {
public:

    typedef ButtonOpenDlg CLASSNAME;

    ButtonOpenDlg();
};

ButtonOpenDlg::ButtonOpenDlg()
{
    CtrlLayout(*this, "");
    //btnOpen <= THISBACK(testAction); //this doesn't work: testAction() is a member of
    ButtonOpenDlg class
    btnOpen.WhenAction = callback(testAction); //testAction() must be OUT of the class
}
////////// end class //////////

void OpenDialog()
{
    ButtonOpenDlg a;
    a.Run();
}
```

```

GUI_APP_MAIN
{ TopWindow w;
  Button b;

  w.Add(b);
  b.SetLabel("button - testAction");
  b.SetPos(b.PosLeft(200, 250), b.PosTop(100, 30));
  b.WhenAction=callback(OpenDialog);

  w.Run();
}

////////// editmask.lay //////////
LAYOUT(ButtonOpen, 280, 208)
  ITEM(Button, btnOpen, SetLabel(t_("Open Window")).LeftPosZ(92, 96).TopPosZ(88, 24))
END_LAYOUT

```

I have noticed that the

```
btnOpen <=< THISBACK(myCallback);
```

works only for members of the class. While if you want have access to a function out the class you must use

```
btnOpen.WhenAction = callback(OpenDialog);
```

Is this correct? One more question. How to create a non modal dialog?

Thank you,
Luigi
