Subject: Re: U++ for newbees
Posted by alendar on Fri, 05 Feb 2010 03:33:50 GMT
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I like the AddressBook example. I used it to get started.

A Child window: Do you mean open a window from another main window?

Here's what I did (right or wrong):

In my main window definition:

1) AboutWin aboutWindow; // private, no need to make it public

2) To a menu click, I put "aboutWindow.Open();"
This created a modeless window and showed it.

3)
void Close() {
 TopWindow::Close();
}

Easy-peezy! It took a while to figure out though. There's an example of having a bunch of main windows and how to have a single event loop, but I didn't need anything fancy.

Note that you need to replace "TopWindow" with whatever you subclassed, or you'll miss something.