Subject: How to create a non modal dialog
Posted by forlano on Mon, 17 Apr 2006 11:00:14 GMT
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Now I'm trying to connect my old C callback with the new U++ interface. I hope to not spoil the beauty of the current code with some "spaghetto" .

The next task again deal with a previous topic. I posted the following code for a modal dialog:

```
#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.WhenAction = callback(testAction);
}
////////////////////// 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 asked for a hint regarding a non modal dialog (modeless?) that permit me to switch between it and the main window without to clode the dialog itself. I was waiting for a simply command but it seems that the task is not immediate. In fact Mirek answered in a way that I was unable to decode

Quote:Make it a member of your main window class - that way it will not be closed at the and of scope by destructor (you will have to add code for closing it as well).

Well, can the previous class dialog transformed in a non modal dialog? and of course, how? I need it to show help files and/or txt and/or qtf document or something else (so they are rather passive window).

Luigi