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Subject: Re: How to create a Dialog

Posted by [andrei\\_natanael](#) on Fri, 25 Jun 2010 21:52:19 GMT

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In U++ a dialog is a TopWindow. Instead of TopWindow::Run() call TopWindow::Execute(). If you have a cancel or ok button in dialog you may call TopWindow::ExecuteCancel/OK() which return true if that button is pressed. You transfer values by simply accessing class members or functions or whatever type you use (that's C++ not U++).

Andrei

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