Subject: Strange behaviour of my modal dialog
Posted by forlano on Tue, 25 Apr 2006 20:57:27 GMT
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I didn't know where to post this thread because I'm sure it is not a bug. Nevertheless i'm observing strange things, very strange, at least for me.

I've declared and defined a class, say Tournament. Then I've an instance TD of Tournament the which constructor set, for example

```
...
NAMETORNEO = "my Tournament";
...
```

Now I load a file and update NAMETORNEO with the value read from file, for example

```
...
TD.NAMETORNEO = "international";
...
```

I tested that TD.NAMETORNEO has been adjourned and now it is "international", no doubt about it please.
Now comes the strange things. I run a modal dialog to set a new tournament. The dialog is run by:

```
void VegaMain::NewTournament()
{   NewTournamentDlg newt;
    //PromptOK( TD.NAMETORNEO + "1" ); // show "international"
    newt.Run();
    //PromptOK( TD.NAMETORNEO + "2" ); // show "international"
}
```

Here is some lines of the constructor of NewTournamentDlg :

```
NewTournamentDlg::NewTournamentDlg()
{   int i, j;
    CtrlLayout(*this, "New Tournament");

    editTourn <<= TD.NAMETORNEO;
    PromptOK( TD.NAMETORNEO ); // TD.NAMETORNEO is again "my Tournament" !!!
...
```

I believed to set in editTourn the new value of TD.NAMETORNEO, i.e. "international", instead there is again the very old one, "my Tournament"! Why? After all newt born after I changed the value of TD.NAMETORNEO.

Perhaps it is normal but I need to synchronize NewTournamentDlg with the rest of the world. How to do?

I hope you have understood what I meant.
Luigi
