Subject: Re: Strange behaviour of my modal dialog
Posted by mirek on Tue, 25 Apr 2006 21:10:15 GMT
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Maybe I did not get it completely, but I guess the mistake you have done is that you think that "<<=" somewhat "binds" the variable with EditField (or other Ctrl).

However, that is not true - it is simple assignment, it sets the value of EditField, but the value of "TD.TOURNAMENT" is further unchanged by the EditField. If you need to have it changed, you have to perform "backward" assignment like

TD.NAMETONEO = ~newt.editTourn;

Of course, doing so for each variable would be boring, so U++ gives you better options.

First of all, you can consider whether you really need to have separate variable for tournament name. Sometimes you can simply use the dialog to store data and do not store to variable at all. (Data are stored in widgets regardless it is "open").

Another option is to use "CtrlRetriever". This provides a kind of binding you perhaps have expected:

```
CtrlRetriever r;
r(newt.editTorneo, TD.TORNEO)
 (newt.anotherField, TD.ANOTHER)
....
;
newt.Run();
r.Retrieve();
```

First past, using operator(), simply performs

ctrl <<= val;

and stores references to both to the list. Then Retrieve method goes through those references and performs

val = ~ctrl;

Primitive, but effective

Mirek