
Subject: Re: Strange behaviour of my modal dialog
Posted by [forlano](#) on Wed, 26 Apr 2006 16:13:07 GMT
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Hello,

I'm sorry to bother the forum once more with the same issue. Unfortunately I can't bypass this stupid problem that stopped me. I feel it is not a bug but the mistake it is not at all evident to me. I've prepared a minimalist example that shows what the problem is. They are 5 files very short. Who is interested can run the package attached (unzip in vegaTest). Here I show each file with the hope that the problem can be fixed on the fly.

File 1, is the *.h with the declaration of the two classes that are used by the program, one of them is a widget:

```
#include <CtrlLib/CtrlLib.h>
#define LAYOUTFILE    <testVega/Vega.lay>
#include <CtrlCore/lay.h>
```

```
class NewTournamentDlg : public WithNewTournamentLayout<TopWindow> {
public:
    typedef NewTournamentDlg CLASSNAME;
    NewTournamentDlg();
    ~NewTournamentDlg() {}
};
```

```
class RoundData {
public:
    String NAMETORNEO;
    RoundData();
    ~RoundData(){};
};
```

```
// maybe the problem is the line below?
class RoundData TD; //is it seen in each *.cpp file? Is it a definition or a declaration?
```

File 2 is the definition of the method of the above widget. It put (it should put!) in an EditString the value TD.NAMETORNEO that has been set elsewhere:

```
#include "VegaMain.h"

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

    editTourn <=< TD.NAMETORNEO;
}
```

and this is the correspondent .lay file:

```
LAYOUT(NewTournamentLayout, 268, 92)
ITEM(EditString, editTourn, NotNull(true).LeftPosZ(16, 228).TopPosZ(36, 19))
END_LAYOUT
```

File 4, define the constructor of the non widget class:

```
#include "VegaMain.h"

RoundData::RoundData()
{ NAMETORNEO = "my torneo";
}
```

So "my torneo" is the name with which born an instance of the previous class. And now the last file, main.cpp, where happen strange things:

```
#include "VegaMain.h"

void NewMask()
{ TD.NAMETORNEO = "luigi";
  NewTournamentDlg newt;
  newt.Run(); //appear "my torneo"
  PromptOK( TD.NAMETORNEO); //appear "luigi"
}

GUI_APP_MAIN
{ TopWindow w;
  Button b;
  w.Add(b);
  b.SetLabel("push me").LeftPos(10, 100).TopPos(10, 30);
  b.WhenAction = callback(NewMask);
  w.Run();
}
```

As said in a previous post, after the previous:

```
TD.NAMETORNEO = "luigi";
```

I expect to see it inside the editstring of the widget because of its constructor. Instead appear "my torneo". It looks as TD is not seen by newt. How can I do visibile TD to newt? In C I could make TD global, but now?

What I am missing to do?

Thank you,

Luigi

File Attachments

1) [testVega.rar](#), downloaded 1651 times
