## 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, i;
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 1636 times
```