
Subject: Re: How do you use PopUp
Posted by [gprentice](#) on Mon, 01 May 2006 09:31:20 GMT
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luzr wrote on Mon, 01 May 2006 20:00
I believe the problem is that you need c1.SetRect(...

Mirek

Hmmm. I was missing a few other things too - thanks.

Having popped up a popup window, how do I close it?
This doesn't work -

```
struct MyAppWindow : TopWindow {
    typedef MyAppWindow CLASSNAME;
    Point p;
    String text;
    //StaticRect s1;
    StaticRect c1;
    Button button;
    virtual void LeftDown(Point pos, dword flags) {
c1.SetRect(20,30,40,50);
c1.Add(button.SetLabel("Button").LeftPosZ(10, 64).TopPosZ(10, 24));
        c1.PopUp(this,false,true,false,true);
        p = pos;
        Refresh();
    }

    virtual void MouseMove(Point pos, dword flags) {
        text = Format("[%d:%d]", pos.x, pos.y);
        Refresh();
    }

    virtual void Paint(Draw& w) {
        w.DrawRect(GetSize(), SWhite);
        w.DrawText(p.x, p.y, text, Arial(20), Magenta);
    }

    void finish()
    {
        c1.Close();
    }

    MyAppWindow() {
        p.x = p.y = 0;
```

```
Add(c1.SetPos(c1.PosLeft(5, 15), c1.PosTop(20, 5)));  
button <=<= THISBACK(finish);  
}  
};
```

Maybe there should be a PopUp example.

BTW - PopUp doesn't give me an option of always-on-top (topmost is not the same as always-on-top). Is always on top possible with PopUp?

Graeme
