
Subject: Re: How do you use PopUp
Posted by [mirek](#) on Mon, 01 May 2006 12:18:47 GMT
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```
MyAppWindow() {  
    p.x = p.y = 0;  
    Add(c1.SetPos(c1.PosLeft(5, 15), c1.PosTop(20, 5)));
```

You cannot have your PopUp at the same time to be a child.

This works (more or less, just your code with that Add removed):

```
#include <CtrlLib/CtrlLib.h>  
  
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(20,30,80,50);  
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;  
button <<= THISBACK(finish);  
}  
};
```

```
GUI_APP_MAIN  
{  
    MyAppWindow w;  
    w.Run();  
}
```

Mirek