
Subject: Re: "Close();" does not!
Posted by [Oblivion](#) on Mon, 03 Feb 2014 13:22:13 GMT
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As Shire already mentioned, and as far as I know, you cannot directly call the `TopWindow::Close()` from an inner event loop (but it seems relatively safe, since if called from an inner loop, `Close()` method does nothing and simply returns). I might be wrong, but afaik, buttons, top menu etc. does not have a separate event loop, they pass their events to their parent (here, `TopWindow`). On the other hand, popup menu and modal dialogues have an inner loop (you can see they are invoked by methods such as `Do()`, `Run()`, `Execute()`)

For example, you could have called `Close()` if the menu was a direct children of `topwindow` (a top menu). In this case, you are calling from inside an popup menu of `ArrayCtrl` (which probably invokes the `MenuBar::Execute()` method) , so you need to break the top level event loop "explicitly". Use `TopWindow::Break()`.

```
void testclose::DoClose()
{
    // Breaks the TopWindow event loop.
    Break();
}
```

Also, note that `TopWindow::Close()` method is virtual, you can override it to suit your needs.

Regards.
