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Subject: Function holding a static TopWindow. Is it safe?

Posted by [koldo](#) on Fri, 15 Jan 2016 13:00:58 GMT

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SendMessage() is a function that opens a TopWindow showing a message in a list.

Is it safe to have a static TopWindow inside a function?

Could it be that when the program ends, CtrlCore could not close it?

What would be a safer/better way to do it?

```
class MessageWindow : public TopWindow {
void SendMessage(const String message);
~MessageWindow() {TopWindow::Close();}
...
};
```

```
void SendMessage(const String message) {
static MessageWindow window;

window.SendMessage(message);
}
```

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