
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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SetMessage() 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 SetMessage(const String message);  
    ~MessageWindow() {TopWindow::Close();}  
    ...  
};
```

```
void SetMessage(const String message) {  
    static MessageWindow window;  
  
    window.SetMessage(message);  
}
```
