
Subject: Non-modal - Dialog will not stay open
Posted by [Zed1](#) on Wed, 21 Jun 2017 22:46:44 GMT
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Hi,

I have been reading up on Ultimate++ and really like the look of it.

I have got basic code working but I am struggling with launching non-modal dialogs / windows.

Please look at the code in main.cpp (Hello::AddressList()) this is where I am trying to launch the dialog from.

I can get the dialog to open with Addr.Run(); (modal) but it locks the main window so I can not access and of the menu items etc...

When I call Addr.Open(); (non-modal) the dialog just flashes open then closes immediately.

What am I missing.

Hello.h

```
#ifndef _Hello_Hello_h
#define _Hello_Hello_h
```

```
#include <CtrlLib/CtrlLib.h>
#include "Address.h"
```

```
#define IMAGEFILE <Hello/Hello.iml>
#define IMAGECLASS HelloImg
#include <Draw/iml.h>
```

```
using namespace Upp;
```

```
class Hello : public TopWindow {
```

```
public:
```

```
    typedef Hello CLASSNAME;
```

```
    Hello();
```

```
    // Paint override
```

```
    void Paint(Draw& w) {
        w.DrawRect(GetSize(), Color(66, 134, 244));    // <= enter your background color here
    }
```

```
private:
```

```
    MenuBar menu;
```

```

    StatusBar status;

    void FileMenu(Bar& bar);
    void MainMenu(Bar& bar);
    void About();
    void AddressList();

    void Exit() {
        Break();
    }
};

#endif

```

main.cpp

```

#include "Hello.h"

Hello::Hello() {
    Title("Hello World");
    Sizeable().Zoomable();
    Maximize();
    CenterScreen();
    Icon(HelloImg::appicon());
    AddFrame(menu);
    AddFrame(status);
    menu.Set(THISBACK(MainMenu));
    menu.WhenHelp = status;
    status = "Welcome to the Application";
}

void Hello::About() {
    status = "About the application";
    PromptOK("{{1 @5 [@9= This is the]:: @2 [A5@0 Ultimate`+' + Hello world sample}}");
    status = "Ready";
}

void Hello::AddressList() {
    status = "Manage Addresses";
    Address Addr;

    // Modal - Can not access main window menu
    //if (Addr.Run(this) != IDOK) { // (this) is the owner of the new window
    //    status = "Ready";
    //    return;
    //}
}

```

```

// Non Modal - Causes dialog to flash open then close immediately
Addr.Open();

status = "Ready";
}

void Hello::FileMenu(Bar& bar) {
    bar.Add("&Adress List", THISBACK(AddressList)).Help("Display all addresses");
    bar.Add("About..", THISBACK(About)).Help("About the application");
    bar.Separator();
    bar.Add("E&xit", [=] { Exit(); }).Help("Exit the application");
}

void Hello::MainMenu(Bar& bar) {
    menu.Add("&File", THISBACK(FileMenu));
}

GUI_APP_MAIN {
    SetLanguage(LNG_ENGLISH);
    Hello().Run();
}

```

Address.h

```

#ifndef _Hello_Address_h_
#define _Hello_Address_h_

#include <CtrlLib/CtrlLib.h>

using namespace Upp;

#define LAYOUTFILE <Hello/Address.lay>
#include <CtrlCore/lay.h>

class Address : public WithAddressDlg<TopWindow> {

public:
    typedef Address CLASSNAME;
    Address();

private:
    void ShowInfo();
};

#endif

```

Address.cpp

```
#include "Address.h"
```

```
Address::Address() {
    CtrlLayoutCancel(*this, "Addresses"); // With Cancel button
    Sizeable().Zoomable();

    addressList.AddColumn("Name");
    addressList.AddColumn("Surname");
    addressList.AddColumn("Address");
    addressList.AddColumn("Email");

    for (int j = 0; j < 25; j++) {
        Vector<Value> q;

        for (int i = j; i < j + 4; i++)
            q.Add(i);

        addressList.Add(q);
    }

    addressList.WhenLeftDouble = THISBACK(ShowInfo);
}

void Address::ShowInfo() {
    PromptOK(String().Cat() << "First Column: " << addressList.Get(0) << ", Second Column: " <<
addressList.Get(1));
}
```

Address.lay

```
LAYOUT(AddressDlg, 800, 300)
ITEM(ArrayCtrl, addressList, HSizePosZ(4, 4).VSizePosZ(4, 40))
ITEM(Button, cancel, SetLabel(t_("Cancel")).RightPosZ(12, 68).BottomPosZ(9, 23))
END_LAYOUT
```

Hello.iml

```
PREMULTIPLIED
IMAGE_ID(appicon)
```

```
IMAGE_BEGIN_DATA
IMAGE_DATA(120,156,99,16,96,16,96,192,7,196,116,157,67,157,218,79,253,71,198,32,49,188,
154,176,234,59,13,197,132,205,129,232)
IMAGE_DATA(61,141,166,15,29,67,228,208,205,32,78,47,110,51,48,221,75,140,25,167,254,163
```

,250,25,187,26,220,102,67,194,2,187)

IMAGE_DATA(252,169,255,229,11,218,255,31,59,166,8,198,32,54,54,53,248,204,6,233,123,120
,153,1,140,65,108,252,110,164,84,63)

IMAGE_DATA(249,238,167,52,252,40,141,63,106,164,31,74,211,47,53,242,15,126,115,112,235,
3,0,83,220,246,108,0,0,0,0,0)

IMAGE_END_DATA(128, 1)
