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Subject: Re: Non-modal - Dialog will not stay open  
Posted by [Zed1](#) on Thu, 22 Jun 2017 16:38:54 GMT  
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Dohh - Sorry :blush:

Thank you cbpporter

In my defence I had been reading and playing with U++ all day so was getting tired.

Anyway this what I did to get it working just in case anyone else has issues with non-modal calls.

1. Moved "Address Addr" to the public section of the Hello.h class declaration.
2. Changed the "CtrlLayoutCancel(\*this, "Addresses");" to "CtrlLayout(\*this, "Addresses");" in the Address constructor in Address.cpp.
3. Added "cancel <<= THISBACK(Cancel);" to Address class constructor in Address.cpp.
4. Added "void Cancel() { Close(); }" to the private section of the of the Address class declaration in Address.h.
5. Altered Hello::AddressList() function to simply "Addr.IsOpen() ? Addr.Close() : Addr.Open(this);" in main.cpp.

I have attached the code to help others get started using Ultimate++

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### File Attachments

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- 1) [Hello.zip](#), downloaded 282 times
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