Subject: Multiple main windows, but only one active
Posted by Jose Luis on Mon, 31 Jul 2017 22:36:04 GMT
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Hi,
This is my first message on the forum.
I'm making an application in which I want to be able to open a new main window and close the previous one.
That is, I want to re-run my program from scratch without having to close it or reset all variables manually.
I use next code:

```
UI_APP_MAIN
{
(new App)->OpenMain();
Ctrl::EventLoop();
}
```

And I call next function to close the active main windows and open another main window:

```
void App::CloseAndOpen()
{
delete this;
(new App)->OpenMain();
}
```

The function CloseAndOpen seems to work correctly if I only use it once or twice, but I have tried it intensively, and after several consecutive calls the program fails and closes (not always at the same number of consecutive calls).
Can be the failure caused by the repetitive and consecutive use of OpenMain()?
Is there any better way to get what I want ?. Is something missing from my code?
Thanks.