Subject: Re: Touchscreen and buttons
Posted by Giorgio on Tue, 08 Aug 2017 12:16:44 GMT

Hi rafiwui,
thanks for the prompt answer.

The buttons "cancel" and "ok" are defined in the .lay file.

Using Close as you suggested compiles and runs, but the application does not works as intended.
A little bit of a context. When launched, GUI_APP_MAIN creates and launches an instance of a
class (HomeScreen) that manages and creates the main window of the application. The
HomeScreen class, before launching the main window, displays a window (ListOp) asking what is
the user that is working. This ListOp windows is the one that has the ok and cancel buttons. In the
old scenario, after the user selected the operator and hit ok, the main window was created. Now, if
I add the instrucrion ok.WhenPush = THISBACK(Close) the application ends. On the shell from
which I launched the application I read "terminate called after throwing an instance of
'Upp::ExitExc'". Does that mean that I have to invoke another method instead of Close?
Thanks,
Gio