
Subject: Adjusting the Z order of a dialog window?
Posted by [ptkacz](#) on Sun, 10 Dec 2017 05:01:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi Guys,

I've created a dialog class that gets invoked by the main application upon application launch as follows, within the application's constructor:

```
someDialog.open();
```

The dialog window's constructor is defined as follows:

```
SomeDialog::SomeDialog() {  
    CtrlLayout(*this, "Some Dialog");  
    CtrlLayout(SomePanel);  
}
```

When the application is launched, the dialog window opens, but is hidden behind the application window.

How does one raise the dialog window above the application window?

Peter
