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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)

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Subject: Re: Non-modal - Dialog will not stay open  
Posted by [cbpporter](#) on Thu, 22 Jun 2017 07:57:27 GMT  
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You need to do two things.

1. Make "Address Addr" non local to a method. The Addr variable needs to survive the call of AddressList(). Addr gets destroyed as soon as the method finishes, closing the dialog.
2. Don't call Open or run or other methods that do an event loop, locking up control. Try a simple show.

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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

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

1) [Hello.zip](#), downloaded 291 times

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