
Subject: Multiwindows
Posted by [Mesimo](#) on Tue, 04 Oct 2022 10:23:47 GMT
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Hello everyone
please help me
I have a question about multiwindows
I want to navigate between multiple windows without creating multiple "topwindows"

to solve this problem in QT:
we use widgets inside a single topWindow
i want to do the same thing in ultimate because i feel very comfortable in ultimate++

thank you

Subject: Re: Multiwindows
Posted by [BetoValle](#) on Thu, 06 Oct 2022 18:18:25 GMT
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Hi,
if alternatively it serves as MDI window, here follows an attached example (but involves topwindow)!

File Attachments

1) [testeMDI.7z](#), downloaded 60 times

Subject: Re: Multiwindows
Posted by [Klugier](#) on Thu, 06 Oct 2022 20:36:07 GMT
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Hello Mesimo,

I do not have too much experience with multiple window, but I find this example (Gui06) you might find it useful:

```
#include <CtrlLib/CtrlLib.h>
```

```
using namespace Upp;
```

```
struct MyAppWindow : TopWindow {  
    void Close() override {  
        delete this;  
    }  
}
```

```
void LeftDown(Point pos, dword flags) override {
```

```
(new MyAppWindow)->OpenMain();
}

void Paint(Draw& w) override {
    w.DrawRect(GetSize(), SWhite());
    w.DrawText(0, 0, "Click the view area to open next window!", Arial(20));
}

MyAppWindow() {
    Title("My multiwindowed application").Zoomable().Sizeable();
}
};

GUI_APP_MAIN
{
    (new MyAppWindow)->OpenMain();
    Ctrl::EventLoop();
}
```

Despite that I do not remember about any other way of doing multiple window. Also, could you send the example how to do it in QT? It will be useful. Thanks!

Klugier

Subject: Re: Multiwindows
Posted by [Oblivion](#) on Thu, 06 Oct 2022 21:41:52 GMT
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Hello Mesimo,

AFAIK, there is no MDI support in U++, if that is what you're asking for.
However, there is a sophisticated docking framework that you can dock/undock multiple windows into same topwindow.

Best regards,
Oblivion
