Subject: A main modeless window
Posted by m_sylvain on Wed, 28 May 2008 11:17:20 GMT
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I all,

Using the FxEngine Framework from smprocess to build plugins, I would like to know what's the best way to create a main modeless window with U++.

Currently, I use the microsoft API function "CreateDialog".

Thanks in advance,

S

Subject: Re: A main modeless window
Posted by mirek on Wed, 28 May 2008 18:44:32 GMT
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I think that for the main window, there is only a little difference between modal or modeless, as long as you have only one window.

In U++, dialogs are not different from other windows. To execute them in modal mode, use "Execute".

To open them in modeless mode, use OpenMain (or Open if you want it to pick current window as parent) and Close or destructor to close it.

Anyway, if you only have one main window, use Execute.

Mirek

Subject: Re: A main modeless window
Posted by m_sylvain on Wed, 28 May 2008 20:25:33 GMT
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Hi Mirek,

Yes i have only one window which can be shown or hided at any time without to disturb the main thread.
I will try to use the OpenMain method.

Thanks again,

S

Subject: Re: A main modeless window
Posted by mirek on Wed, 28 May 2008 20:50:44 GMT
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m_sylvain wrote on Wed, 28 May 2008 16:25Hi Mirek,

Yes i have only one window which can be shown or hided at any time without to disturb the main thread.
I will try to use the OpenMain method.

Thanks again,

S

In that case, make sure you perform the "message loop". See UWord example.

Mirek