
Subject: windows dont close except by to calls

Posted by [TeCNoYoTTa](#) on Sun, 31 Aug 2008 11:11:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

hello some times some windows dont close except by clicking the X button Twice or calling Close() Twice

Subject: Re: windows dont close except by to calls

Posted by [cbpporter](#) on Sun, 31 Aug 2008 11:43:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

You probably have a double CtrlLoop or similar construct somewhere. Are you using multiple windows?

Subject: Re: windows dont close except by to calls

Posted by [TeCNoYoTTa](#) on Sun, 31 Aug 2008 12:40:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

yes i have multiply windows every window is an object

and this window that need twice close() is an object but other windows dont need twice close

Subject: Re: windows dont close except by to calls

Posted by [cbpporter](#) on Sun, 31 Aug 2008 12:43:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

How do you show it? What methods?

Subject: Re: windows dont close except by to calls

Posted by [TeCNoYoTTa](#) on Sun, 31 Aug 2008 12:45:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

i show it by

```
Settings_Window.Run();
```

but i have a Questionhow can i call the constructor of the window every time it shows ??

Subject: Re: windows dont close except by to calls

Posted by [cbpporter](#) on Sun, 31 Aug 2008 13:08:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

TeCNoYoTTa wrote on Sun, 31 August 2008 15:45i show it by
Settings_Window.Run();

Here's your problem. Run calls Ctrl::EventLoop(), which must be called exactly once. Only use Run for your main window. Use an Open/OpenMain or Execute method to show additional windows.

Or you could not use Run at all:

```
GUI_APP_MAIN
{
    ...
    MyWindow1 win1;
    win1.OpenMain();
    Ctrl::EventLoop();
}
```

Additional windows can be opened without Run, with Open, and Ctrl::EventLoop is not necessary outside of the main function.

Quote:

but i have a Questionhow can i call the constructor of the window every time it shows ??

You can't. but you can add a new method to your window class which does all the initialization than is needed when a window is shown and on the last line of that function open the window.