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Subject: App window does not show up when run in Run\_options/Console

Posted by [mr\\_ped](#) on Sun, 31 Aug 2008 20:46:42 GMT

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I have made simple GUI MT application based on the layout template...

And when I choose "Execute Ctrl+F5", the window will not show up, if the "Run options/Standart output:" is set to Console.

Made me to scratch my head several times until I figured out (as I'm using "Console" option extensively for my console apps, TheIDE \*is\* faster with output than ordinary cmd.exe or linux shell, nice job).

The process does start, but it eats 0% CPU and remains "silent" without window or title in task bar.

I think in ideal world it would be nice to run the application with window, and catch std:out into IDE's console window?

(I'm sort of new to windowed applications programming, so I'm not sure this makes sense)

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Another minor problem I have hit:

I did use "EditIntNotNull" with Min/Max values in layout. So far, so good... I did put it right on the main window, with "null" value after start. (it has bright red background indicating the value is wrong, so far, everything is ok).

Now when I press Alt+F4 or hit the "close" button of window, I get message box "Null value not allowed."

This behavior did really surprise me, I though hitting "close" is like "cancel" and there's no need to validate content then.

Also I didn't find a quick way how to catch the "Enter" hit in that edit box, i.e. when user did finish to enter the number. I found out how to detect any edit action, so I fresh the window after every key hit and it work ok for my case, but I'm curious if somebody can give some hint about this from head.

(also I would expect that validation dialog to happen after "Enter" is hit.. it does not)

Maybe I should read more of GUI tutorials...

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Subject: Re: App window does not show up when run in Run\_options/Console

Posted by [mrjt](#) on Sun, 31 Aug 2008 22:00:58 GMT

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I can (maybe) help with your GUI problems:

1- The problem with the Null value is caused by not having a Rejector set for the window.

Normally this is assigned by CtrlLayoutOKCancel, CtrlLayoutCancel or CtrlLayoutExit so usually this isn't a problem. There are three ways around the problem I can think of:

Add an exit button and call CtrlLayoutExit.

Assign a rejector.

Rejector(\*this, IDCANCEL);

Don't call Run on the main window (assuming that is the one causing the problem).  
window.OpenMain();  
EventLoop();

2- Key events propagate up if not handled by a child ctrl, so you can pick up the K\_RETURN event in you main window (which makes more sense anyway)

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