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Subject: One Main TopWindow and several others TopWindows, how? [SOLVED...]  
Posted by [fudadmin](#) on Sun, 19 Mar 2006 05:09:58 GMT

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One Main TopWindow and several others "normal" TopWindows, how?

I need several normal TopWindows to run independantly but to be closable if Main window closes.

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Subject: Re: One Main TopWindow and several others TopWindows, how?  
Posted by [fudadmin](#) on Sun, 19 Mar 2006 05:44:07 GMT

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Because this doesn't work:

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

```
GUI_APP_MAIN
```

```
{  
  TopWindow w1;  
  TopWindow w2;  
  w1.SetRect(0,0,200,200);
```

```
  w1.Open();  
  w1.Title("w1").Run(); //Activate() doesn't help either...
```

```
  w2.Open();  
  w2.Title("w2").Run();  
}
```

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Subject: Re: One Main TopWindow and several others TopWindows, how?  
Posted by [fudadmin](#) on Sun, 19 Mar 2006 06:17:17 GMT

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Btw, this-

```
w1.Open(NULL);
```

doesn't work either despite the

[http://upp.sourceforge.net/src\\$CtrlCore\\$TopWindow\\$en-us.html](http://upp.sourceforge.net/src$CtrlCore$TopWindow$en-us.html)

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Subject: Re: One Main TopWindow and several others TopWindows, how?

Posted by [fudadmin](#) on Sun, 19 Mar 2006 07:37:56 GMT

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ok, I need something like this:

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

```
GUI_APP_MAIN
```

```
{  
  TopWindow w1main;  
  TopWindow w2;  
  TopWindow w3;
```

```
  w1main.SetRect(0,0,100,100);  
  w1main.OpenMain();  
  w1main.Title("w1main").Run();
```

```
  w2.SetRect(200,200,200,200);  
  w2.Open(&w1main);  
  w2.Title("w2").Run();
```

```
  w3.SetRect(400,400,300,300);  
  w3.Open(&w1main);  
  w3.Title("w3").Run();
```

```
}
```

How to make it work?

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Subject: Re: One Main TopWindow and several others TopWindows, how?

Posted by [mirek](#) on Sun, 19 Mar 2006 09:13:31 GMT

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Use OpenMain for all windows, but issue Run for the "main" window instead of Ctrl::EventLoop. That way, loop will be ended by closing the "main" window (and rest will get closed by destructors).

Mirek

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Subject: Re: One Main TopWindow and several others TopWindows, how?

Posted by [mirek](#) on Sun, 19 Mar 2006 09:35:35 GMT

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fudadmin wrote on Sun, 19 March 2006 01:17Btw, this-

```
w1.Open(NULL);
```

doesn't work either despite the

[http://upp.sourceforge.net/src\\$CtrlCore\\$TopWindow\\$en-us.html](http://upp.sourceforge.net/src$CtrlCore$TopWindow$en-us.html)

Just checked, it does, however above leads to ambiguity, you have to use

```
w1.Open((TopWindow*)NULL);
```

which is the same to what OpenMain does

Mirek

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Subject: Re: One Main TopWindow and several others TopWindows, how?

Posted by [fudadmin](#) on Sun, 19 Mar 2006 09:38:50 GMT

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luzr wrote on Sun, 19 March 2006 09:13 Use OpenMain for all windows, but issue Run for the "main" window instead of Ctrl::EventLoop. That way, loop will be ended by closing the "main" window (and rest will get closed by destructors).

Mirek

Thanks! This works now:

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

```
GUI_APP_MAIN
```

```
{  
  TopWindow w1;  
  TopWindow w2;  
  TopWindow w3main;
```

```
  w1.SetRect(650,500,100,100);  
  w1.OpenMain();  
  w1.Title("w1");
```

```
  w2.SetRect(400,300,200,200);  
  w2.OpenMain();  
  w2.Title("w2");
```

```
  w3main.SetRect(50,50,300,300);  
  w3main.OpenMain();  
  w3main.Title("w3main").Run(); //you must Run() the last one!
```

```
}
```

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Subject: Re: One Main TopWindow and several others TopWindows, how?

Posted by [mirek](#) on Sun, 19 Mar 2006 09:42:06 GMT

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The moral of the story is:

- Run loop is associated with single window, runs until the window is closed or the loop is explicitly ended by the Break.
  - Ctrl::EventLoop is not associated with any particular window and keeps running as long as there are any windows open
-