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Subject: How to create a Dialog  
Posted by [281264](#) on Fri, 25 Jun 2010 20:40:09 GMT  
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Hi,

I am asking this question for it is not clear in the provided Help how to do it.

What control-class do I have to use? How to transfer values from the Dialog to the TopWindow (main window of my application)?, etc?.

I reckon that answers are trivial but I need some help. Many thanks.

Best wishes,

Javier.

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Subject: Re: How to create a Dialog  
Posted by [andrei\\_natanael](#) on Fri, 25 Jun 2010 21:52:19 GMT  
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In U++ a dialog is a TopWindow. Instead of TopWindow::Run() call TopWindow::Execute(). If you have a cancel or ok button in dialog you may call TopWindow::ExecuteCancel/OK() which return true if that button is pressed. You transfer values by simply accessing class members or functions or whatever type you use (that's C++ not U++).

Andrei

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