Subject: How to create a Dialog
Posted by 281264 on Fri, 25 Jun 2010 20:40:09 GMT
View Forum Message <> Reply to Message

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.

Subject: Re: How to create a Dialog
Posted by andrei_natanael on Fri, 25 Jun 2010 21:52:19 GMT
View Forum Message <> Reply to Message

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