
Subject: How to create a modal dialog

Posted by [forlano](#) on Fri, 07 Apr 2006 05:59:46 GMT

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Hello,

so far we have create widgets in the main window of the application. Sometimes the action requires to open a window dialog to get further input from the user. The dialog can be modal or not modal. In the first case the dialog is on the top of the screen and the main window is temporary inactive. In the second case the user can switch and perform action on the dialog and on the main window as well.

The following code is my last experiment with modal dialoga. It shows a main window with a button that open a modal dialog. This last has been create with the Designer (I can't live without it)

```
#include <CtrlLib/CtrlLib.h>
#define LAYOUTFILE <Vega/editmask.lay> //substitute the path of your layout file
#include <CtrlCore/lay.h>

void testAction()
{ PromptOK("Hello World!");
}

////////// class //////////
class ButtonOpenDlg : public WithButtonOpen<TopWindow> {
public:

    typedef ButtonOpenDlg CLASSNAME;

    ButtonOpenDlg();
};

ButtonOpenDlg::ButtonOpenDlg()
{
    CtrlLayout(*this, "");
    //btnOpen <=< THISBACK(testAction); //this doesn't work: testAction() is a member of
    ButtonOpenDlg class
    btnOpen.WhenAction = callback(testAction); //testAction() must be OUT of the class
}
////////// end class //////////

void OpenDialog()
{
    ButtonOpenDlg a;
    a.Run();
}
```

```

GUI_APP_MAIN
{ TopWindow w;
  Button b;

  w.Add(b);
  b.SetLabel("button - testAction");
  b.SetPos(b.PosLeft(200, 250), b.PosTop(100, 30));
  b.WhenAction=callback(OpenDialog);

  w.Run();
}

////////// editmask.lay //////////
LAYOUT(ButtonOpen, 280, 208)
  ITEM(Button, btnOpen, SetLabel(t_("Open Window")).LeftPosZ(92, 96).TopPosZ(88, 24))
END_LAYOUT

```

I have noticed that the

```
btnOpen <=<= THISBACK(myCallback);
```

works only for members of the class. While if you want have access to a function out the class you must use

```
btnOpen.WhenAction = callback(OpenDialog);
```

Is this correct? One more question. How to create a non modal dialog?

Thank you,
Luigi

Subject: Re: How to create a modal dialog
 Posted by [mirek](#) on Fri, 07 Apr 2006 07:21:33 GMT
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forlano wrote on Fri, 07 April 2006 01:59I have noticed that the

```
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```
btnOpen.WhenAction = callback(OpenDialog);
```

Correct. Also, you can call callback of another instance.

```
btnOpen.WhenAction = callback(object_ptr, &ObjectClass::Method)
```

Note that Ctrl::WhenAction can also be assigned using '<=<=':

```
btn <=<= callback(OpenDialog);
```

Quote:

How to create a non modal dialog?

Make it a member of your main window class - that way it will not be closed at the end of scope by destructor (you will have to add code for closing it as well).

Mirek

Subject: Re: How to create a modal dialog
Posted by [mr_ped](#) on Fri, 07 Apr 2006 08:25:21 GMT
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Modal dialogs are evil from UI ergonomics point.
Try to avoid them as much as possible, if you think you "need" modal dialog, you are very likely having some serious problem with your overall UI design, or you are taking a coding shortcut to omit code which would be needed to handle more "alive" windows at the same time. (The latter is understandable as resources are never unlimited, but try to avoid them...)

Subject: Re: How to create a modal dialog
Posted by [mirek](#) on Fri, 07 Apr 2006 09:24:28 GMT
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mr_ped wrote on Fri, 07 April 2006 04:25: Modal dialogs are evil from UI ergonomics point.
Try to avoid them as much as possible, if you think you "need" modal dialog, you are very likely having some serious problem with your overall UI design, or you are taking a coding shortcut to omit code which would be needed to handle more "alive" windows at the same time. (The latter is understandable as resources are never unlimited, but try to avoid them...)

Ahh, well, after 8 years of experiences of dealing with users of my little municipal agenda, I would not draw conclusions so fast.

Modal dialogs have their places in GUI.

(That said, it is as easy to do modal and modeless in U++)

Mirek
