
Subject: How to call a new window?

Posted by [lectus](#) on Tue, 22 Nov 2011 23:58:57 GMT

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Hey guys!

I have a Main window that has layout.

I created another layout for a settings window. How do I call this window?

Thanks

Subject: Re: How to call a new window?

Posted by [dolik.rce](#) on Wed, 23 Nov 2011 06:26:02 GMT

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lectus wrote on Wed, 23 November 2011 00:58Hey guys!

I have a Main window that has layout.

I created another layout for a settings window. How do I call this window?

Thanks

The window can be opened using `MyWin.Run()`. There are also other methods: `RunAppModal()`, `Execute()`, `ExecueOK()`, `ExecuteCancel()`, see the `topwindow` reference for details about all of them.

Best regards,
Honza

Subject: Re: How to call a new window?

Posted by [Wolfgang](#) on Wed, 23 Nov 2011 09:26:53 GMT

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I used `.open` as you can see it in the gui tutorial.

GUI Tutorial

best regards,
Wolfgang

Subject: Re: How to call a new window?

Posted by [lectus](#) on Wed, 23 Nov 2011 14:54:30 GMT

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Thanks!

But does this apply to Windows with layouts?

I tried:
WithMyDialogLayout<TopWindow> w;
CtrlLayout(w);
w.Run();

It seems to work.
But I don't know if this is the right way.

EDIT:
I think I got how it works:
WithMyDialogLayout<TopWindow> w;
CtrlLayoutOKCancel(w, "test");
if(w.ExecuteOK())
 Exclamation("Selected ok");

Thanks for the information guys!

Subject: Re: How to call a new window?
Posted by [mirek](#) on Fri, 25 Nov 2011 12:11:52 GMT
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lectus wrote on Wed, 23 November 2011 09:54 Thanks!

But does this apply to Windows with layouts?

Sure. There is no difference between windows with or without layouts...

There is also no magic about layouts:

```
WithMyDialogLayout<TopWindow> w;
```

This only adds alls widgets of layout as member variables of a new class derived from TopWindow (and yes, TopWindow is not mandatory, you can use any other base).

```
CtrlLayout(w);
```

This sets properties of those widgets as defined in layout designer - it includes positions as well.

Mirek
