Subject: Function holding a static TopWindow. Is it safe?
Posted by koldo on Fri, 15 Jan 2016 13:00:58 GMT

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SetMessage() is a function that opens a TopWindow showing a message in a list.

Is it safe to have a static TopWindow inside a function?

Could it be that when the program ends, CtrlCore could not close it?

What would be a safer/better way to do it?

```
class MessageWindow : public TopWindow {
 void SetMessage(const String message);
 ~MessageWindow()   {TopWindow::Close();}
 ...
};

void SetMessage(const String message) {
 static MessageWindow window;

 window.SetMessage(message);
}
```

Subject: Re: Function holding a static TopWindow. Is it safe?
Posted by mirek on Fri, 15 Jan 2016 15:25:42 GMT

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Yes, this is ok.

The rule is that it has to be constructed after APP_MAIN and destructed before APP_MAIN exit.

Subject: Re: Function holding a static TopWindow. Is it safe?
Posted by koldo on Fri, 15 Jan 2016 18:56:21 GMT

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mirek wrote on Fri, 15 January 2016 16:25The rule is that it has to be constructed after
APP_MAIN and destructed before APP_MAIN exit.However the class is declared static inside a
function so, would it be destructed after APP_MAIN?

Subject: Re: Function holding a static TopWindow. Is it safe?
Posted by mirek on Sat, 16 Jan 2016 06:44:25 GMT

I am sorry, 'destructed' part is wrong. Thanks for pointing that out.

It is just 'constructed' after APP_MAIN.

BTW, you do not have to worry that much with current U++ - there is an ASSERT in Ctrl constructor... So if you break rules, it is runtime error in debug.

Mirek

Subject: Re: Function holding a static TopWindow. Is it safe?
Posted by koldo on Sat, 16 Jan 2016 14:43:25 GMT

Thank you