Subject: exchanging parameters with a modal dialog
Posted by Rick Baer on Fri, 24 Aug 2001 22:57:47 GMT

What is the most elegant way to exchange data with a modal dialog box? I would like to change some parameters that exist within the scope of the main program. These parameters are currently part of the info structure of the main program, so they are like member variables of the "App" class (in MFC parlance). I could include the ID of the top-level base of the main program in the user data of the modal dialog, and then use widget_control to access the uvalue and modify the parameters. This would be like passing the "theApp" pointer and dereferencing it. Alternatively, I could just place the parameters in a common block. It would be much simpler, but I could only run one invocation of the program at a time. Any recommendations?

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