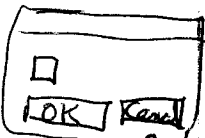


In this case want to save old form while handling the dialog input.

In this case can use Frm Do Dialog

Ex) `FormType * Form, UI nt16 buttonHit, 01 #16 ct1Index) Boolean tmpState`  
`Form Frm Init Form ( My Form ID ),`  
`ct1Index = Frm Get Object Index ( form,`  
`My Check Box ID );`  
`Frm Set Control Value ( form, ct1Index, g Check Box State );`  
`buttonHit = Frm Do Dialog ( form );`  
`tmpState = Frm Get Control Value ( form, ct1Index );`  
`Frm Delete Form ( form );`  
`if ( buttonHit == Cancel ID )`  
`return false;`  
`g Check Box State = tmpState`  
`return true;`



want to be able to handle cancel situation

For more complicated Modal dialogs ~~you~~ you probably need an event handler

Can use

`Frm Popup Form ( My Form ID );`

It acts like `Frm Goto Form` but does not send a `Frm Close Form` to old form.

When done w/ Modal forms, use

## Form Update Events -

queue if have a modal dialog box  
but not enough memory to save the  
area behind dialog. Normally, handled  
by system if have only standard UI  
components. If have custom components  
you need to handle

Form Update Event . data & FormID  
↑  
Structures passed with event  
• update Code

↑  
if Form Redraw Update  
know need to redraw whole  
form.

Note: you can create  
your own code

Went over example from book