Subject: CtrlLayoutOKCancel - detecting Cancel vs Bad input?
Posted by lundman on Thu, 16 Mar 2006 06:59:18 GMT
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Using a CtrlLayoutOKCancel, with some fields with restrictions, like non-null, or min&max (port).

When user inputs something bad, a OK dialog pops up to inform us of this, then the main dialog returns from Run() with IDCANCEL.

(One would have thought it should not return at this point?)

This means we've stuck Run() in a loop so they can input data correctly, until they push OK or Cancel.

But Cancel also returns IDCANCEL.

How do we detect the difference between user clicking Cancel, and user just typing in something invalid?

Advice pleace