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Subject: Re: CtrlLayoutOKCancel - detecting Cancel vs Bad input?

Posted by [mirek](#) on Thu, 16 Mar 2006 17:58:04 GMT

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lundman wrote on Thu, 16 March 2006 01:59

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?)

It should not return - something is wrong. Please post the whole testcase...

Mirek

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