
Subject: Re: Dialog returned values

Posted by [victorb](#) on Thu, 13 Apr 2006 11:36:49 GMT

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You should have your button set as rather an acceptor, rejector or breaker then you can associate and ID with the button. I have modified the Layout ref. coded and added a button ("help").
The code looks like:

```
GUI_APP_MAIN
{
  WithDialogLayout<TopWindow> dlg;
  CtrlLayoutOKCancel(dlg, "Enter a number");
  dlg.Acceptor(dlg.help, IDHELP);
  dlg.number <= 10;
  for(;;)
    switch(dlg.Execute()) {
      case IDOK:
        PromptOK(AsString(~dlg.number));
        break;
      case IDCANCEL:
        return;
      case IDHELP:
        PromptOK("Help me!");
        break;
    }
}
```

lay file:

```
LAYOUT(DialogLayout, 312, 168)
  ITEM(Label, dv___0, SetLabel(t_("A number")).LeftPosZ(8, 56).TopPosZ(8, 19))
  ITEM(EditIntSpin, number, LeftPosZ(64, 76).TopPosZ(8, 19))
  ITEM(Button, cancel, SetLabel(t_("Cancel")).LeftPosZ(76, 64).TopPosZ(36, 24))
  ITEM(Button, help, SetLabel(t_("Help")).LeftPosZ(32, 116).TopPosZ(96, 32))
  ITEM(Button, ok, SetLabel(t_("OK")).LeftPosZ(8, 64).TopPosZ(36, 24))
END_LAYOUT
```

You should take a look at the code of CtrlLayoutOKCancel in TopWindow.h.

Victor
