

---

Subject: Re: Problems when using layouts  
Posted by [281264](#) on Tue, 29 Jun 2010 15:04:55 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Sergey,

Thanks a lot. I tried your proposal out and I have some question:

chooses not to do anything), the multiplication in the TopWindow is performed (which is

CtrlLayoutOKCancel: what is actually doing this function? How to control whether the user has pressed ok or cancel and, therefore, actuate accordingly in the TopWindow?

2.- So the conclusion is that it is better (from the stand point of C++ modularity) to have different

3.- What is this?:

```
Result<=<(double)~dialogo.entrada_a*(double)~dialogo.entrada_b;
```

What is the role of ~ in the expression?

Thanks,

Javier

---