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Subject: OK and Cancel Layout

Posted by [sduensin](#) on Wed, 21 Aug 2024 23:55:07 GMT

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I've just started using U++ and so far am impressed. However, I've run into some confusion with laying out dialogs that contain "OK" and "Cancel" buttons.

The tutorial says to name two buttons - one "ok" and one "cancel" - and then call `CtrlLayoutOKCancel`. I did this, and it works. But...

Can you not control the order of the buttons? On my form, I have "cancel" and then "ok". When it displays at runtime, the "ok" button is first! I can deal with this, except when using `PromptOKCancel`, they're the other way around!

How can I have consistent buttons?

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