
Subject: Re: [Feature request] Libraries!

Posted by [g00fy](#) on Mon, 04 Dec 2006 12:14:35 GMT

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Ok,

I double checked how messageboxes are working:

- * OK alone: ESC -> removes the messagebox, returns "OK"
- * Cancel in the box (for example ok/cancel or yes/no/cancel or ...): ESC -> removes the box, returns "Cancel"
- * yes/no: ESC -> Doesn't work.

Greetz,
Steven

```
void show_msgbox( const wxString& w, int buttons )
{
    int id = wxMessageBox( w, wxMessageBoxCaptionStr, buttons );
    switch( id )
    {
        case wxOK:    wxMessageBox( w + wxT(" -> wxOK") );    break;
        case wxCANCEL: wxMessageBox( w + wxT(" -> wxCANCEL") ); break;
        case wxYES:    wxMessageBox( w + wxT(" -> wxYES") );    break;
        case wxNO:     wxMessageBox( w + wxT(" -> wxNO") );     break;
        default:
            wxMessageBox( wxString::Format(wxT("%ld"), id ) );
            break;
    }
}
```

```
#define wxBOX(a) show_msgbox(wxT(#a), a)
wxBOX(wxOK);
wxBOX(wxYES_NO);
wxBOX(wxYES_NO|wxCANCEL);
wxBOX(wxOK|wxCANCEL);
```