
Subject: FileSel::FileCtrl

Posted by [mirek](#) on Tue, 06 Mar 2018 11:27:37 GMT

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FileCtrl methods allows to insert simple widget into FileSel - for example, to specify format details when saving the file, as demonstrated with

reference/FileSelFileCtrl

```
#include <CtrlLib/CtrlLib.h>
```

```
using namespace Upp;
```

```
#define LAYOUTFILE <FileSelFileCtrl/format.lay>
```

```
#include <CtrlCore/lay.h>
```

```
GUI_APP_MAIN
```

```
{  
  FileSel sel;
```

```
  sel.Types("Example\\*.ext");
```

```
  WithFormatCtrlLayout<ParentCtrl> format;
```

```
  CtrlLayout(format);
```

```
  format.list.Add("First");
```

```
  format.list.Add("Second");
```

```
  format.list.GoBegin();
```

```
  sel.FileCtrl(format);
```

```
  if(sel.ExecuteSaveAs())
```

```
    PromptOK(String() << "Path: [* \\1" << ~sel << "\\1]&"
```

```
              << "Format: [* \\1" << ~format.list);
```

```
}
```

Subject: Re: FileSel::FileCtrl

Posted by [Pradip](#) on Wed, 16 Mar 2022 10:22:28 GMT

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This is really nice functionality!

Tried to use NotNull() for the external widget, didn't work. FileSel Acceptor seems not to call TopWindow::Accept(). Any ideas?
