
Subject: Exclamation("") and ESCAPE key
Posted by [forlano](#) on Thu, 17 Jun 2021 08:45:24 GMT
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Hello,

I am experiencing an unwanted behaviour that bypass my control and let my users to perform weird things.

If I use

```
Exclamation("warning something");
```

to warn the user that an EditString ctrl inside a GridCtrl cannot be empty, I see that the user may use the ESC key to close the exclamation window. Then he press again the ESC key and magically he entered a void string where it should never occur. If instead he use the "OK" button in Exclamation() then everything is OK.

The ESC key seems to work closing other windows.

The question is: is there a way to disable the ESC key when answering in a modal dialog?

Thanks,
Luigi

Subject: Re: Exclamation("") and ESCAPE key
Posted by [forlano](#) on Thu, 17 Jun 2021 15:10:34 GMT
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I saw that in CtrlLib, Prompt.cpp

```
struct PromptDlgWnd__ : TopWindow {  
    bool  esc;  
    Button *b;  
  
    virtual bool HotKey(dword key) {  
        if(TopWindow::HotKey(key))  
            return true;  
        if(IsAlpha(key))  
            return TopWindow::HotKey(K_ALT_A + ToUpper((int)key) - 'A');  
        // if(key == K_ESCAPE && esc) <-----this line  
        // b->PseudoPush(); <-----this line  
        return false;  
    }  
};
```

if I comment the two lines shown above, the ESC key non longer works and the user should press

the "OK" button.

Is this a dirty way to solve the problem? May it backfire?

Luigi

Subject: Re: Exclamation("") and ESCAPE key
Posted by [Didier](#) on Thu, 17 Jun 2021 19:50:11 GMT
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Hello Luigi,

Maybe you could use `EditString` instead of `LineEdit`: it has a `EditString::NotNull()` method which does exactly what you are trying to do ;)
At least it would show you how to do it without your current problem

Subject: Re: Exclamation("") and ESCAPE key
Posted by [forlano](#) on Sun, 20 Jun 2021 07:09:45 GMT
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Hello,

I was using already the `NotNull` feature.
Anyway I solved differently the issue.

Thanks,
Luigi
