Subject: Button OK label in SaveAs dialog
Posted by andrei-catalin on Tue, 06 Feb 2007 05:30:31 GMT
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When SaveAs dialog is called first time, Button OK label is "Open". And when select a folder is "Save".

To improve this situation I've made few modifications in source code:

```
void FileSel::FileUpdate() {
 if(mode == SELECTDIR) {
  ok.Enable(!IsNull(~dir));
  return;
 }
 bool b = list.IsCursor() || !String(file).IsEmpty();
 ok.Enable(b);
 ok.SetLabel(t_("Open"));
//first modification
 if(mode == SAVEAS &&
 (list.IsCursor() && list[list.GetCursor()].isdir))
  ok.SetLabel(t_("Open"));
 else ok.SetLabel(t_("Save"));
}
```

and

```
bool FileSel::ExecuteSaveAs(const char *title) {
 Title(title ? title : t_("Save as"));
//second modification
 ok.SetLabel(t_("Save"));
 return Execute(SAVEAS);
}
```

I am not sure that's the best solution.

Andrei

Subject: Re: Button OK label in SaveAs dialog
Posted by mirek on Tue, 06 Feb 2007 22:41:00 GMT
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Thanks, applied, I have just simplified first one to:

```
void FileSel::FileUpdate() {
 if(mode == SELECTDIR) {
  ok.Enable(!IsNull(~dir));
```

```
  return;
 }
 bool b = list.IsCursor() || !String(file).IsEmpty();
 ok.Enable(b);
 if(mode != SAVEAS || list.IsCursor() && list[list.GetCursor()].isdir)
  ok.SetLabel(t_("Open"));
 else
  ok.SetLabel(t_("Save"));
}
```

Mirek

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Subject: Re: Button OK label in SaveAs dialog
Posted by andrei-catalin on Thu, 08 Feb 2007 05:08:04 GMT
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The behavior of SaveAs dialog was improved but a strange situation may appear yet (tested in AdressBook). If a directory was selected and then I type the filename to save, button OK label remains "Open" (although it's action is SAVE).

if(mode != SAVEAS || list.HasFocus() && list.IsCursor() && list[list.GetCursor()].isdir)

improves the situation but not eliminates it (if nothing is typing on file box it appears again).

Andrei

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