Subject: Exclamation Popup: two clicks to dismiss
Posted by indiocolifa on Wed, 09 Apr 2008 14:22:18 GMT
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I don't know why I'm needing two clicks to dismiss an Exclamation popup box in this code.

I'm using lastFocus to store the focus of the last control and validate (in this case edtNSerie):

```
 if (lastFocus == &edtNSerie)
  {
   Sql sql(PSQL_SESSION);

   // observar si hay un caso abierto para el equipo
   sql.Execute(Format("SELECT numcaso FROM caso WHERE nserie='%s' AND
estado!='CERRADO'",
               ::ToUpper(TRIM((String)~edtNSerie))));

   sql.Fetch();

   if (sql.GetRowsProcessed())
   {
    Exclamation(Format("Este equipo ya tiene un caso abierto, numerado [* \%d].&"
    "Debe cerrar este caso para poder continuar.", sql[0] ));
    edtNSerie<<= "";
    lastFocus=NULL;
   }
...
```

That Exclamation call needs two clicks to return to the main dialog.

Why this behaviour?

Thank you, keep up the good work!

Subject: Re: Exclamation Popup: two clicks to dismiss
Posted by mirek on Wed, 16 Apr 2008 08:43:22 GMT
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Hard to say. My guess is that you might be calling Exclamation twice

Another possibility is some sort of "modal loop crossing". Sometimes it can happen that you start another modal loop over the Examlamation's one accidentally. Exclamation can get closed only if

its modal loop is exited.

Mirek

Subject: Re: Exclamation Popup: two clicks to dismiss
Posted by indiocolifa on Thu, 17 Apr 2008 04:08:34 GMT
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luzr wrote on Wed, 16 April 2008 05:43Hard to say. My guess is that you might be calling Exclamation twice

Another possibility is some sort of "modal loop crossing". Sometimes it can happen that you start another modal loop over the Examlamation's one accidentally. Exclamation can get closed only if its modal loop is exited.

Mirek

Hi Mirek, my MainWindow it's opening modal windows with:

// suppose the window class to be opened is Dialog1

```
Dialog1 * dlg = new Dialog1();
dlg->Execute();
delete dlg;
```

May be this is the cause of the "two-click" problem?

Subject: Re: Exclamation Popup: two clicks to dismiss
Posted by mirek on Thu, 17 Apr 2008 10:37:20 GMT
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Hard to say.

Anyway, the code you posted is really "anti-U++". Why not

```
Dialog1 dlg;
dlg.Execute();
```

?

Subject: Re: Exclamation Popup: two clicks to dismiss
Posted by mirek on Thu, 17 Apr 2008 10:38:26 GMT
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P.S.: If you can pack the app so that I can reproduce the problem, I can look into it...

Subject: Re: Exclamation Popup: two clicks to dismiss
Posted by indiocolifa on Thu, 17 Apr 2008 12:50:02 GMT
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luzr wrote on Thu, 17 April 2008 07:37Hard to say.

Anyway, the code you posted is really "anti-U++". Why not

Dialog1 dlg;
dlg.Execute();

?

Hehe, I don't remember why I arrived at using dynamic allocation. I tried using the form above and it works.

I'm packing up an example for my problem...

Subject: Re: Exclamation Popup: two clicks to dismiss
Posted by indiocolifa on Thu, 17 Apr 2008 13:08:52 GMT
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luzr wrote on Thu, 17 April 2008 07:38P.S.: If you can pack the app so that I can reproduce the problem, I can look into it...

Look, Mirek, I've packed a very small example. Try pressing TAB to exit the first edit control, the exclamation box appears and I need to do two-clicks to close.

Check if you're getting the same behaviour.

I'm using 2008.1 beta.

Thank you very much.

File Attachments
1) Test.zip, downloaded 462 times

Subject: Re: Exclamation Popup: two clicks to dismiss
Posted by cbpporter on Thu, 17 Apr 2008 13:56:38 GMT
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indiocolifa wrote on Thu, 17 April 2008 16:08luzr wrote on Thu, 17 April 2008 07:38P.S.: If you can pack the app so that I can reproduce the problem, I can look into it...

Look, Mirek, I've packed a very small example. Try pressing TAB to exit the first edit control, the exclamation box appears and I need to do two-clicks to close.

Check if you're getting the same behaviour.

I'm using 2008.1 beta.

Thank you very much.

Hi!

Yes, your problem is easily reproducible. I don't know exactly why this is happening, but it is probably due to the popup window, which triggers another loose focus event because the focused window of the application has changed, and basically your running the code twice.

I attached a simple fix of the top of my hat for this kind of behavior. I'm sure there is a better way though.

One of them would be to use the Min and Max properties of edit1. You can do this in the designer. And also changing the type of EditTwo to EditStringNotNull.

File Attachments
1) Test.zip, downloaded 481 times

Subject: Re: Exclamation Popup: two clicks to dismiss
Posted by mirek on Thu, 17 Apr 2008 16:58:10 GMT
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Exactly.

The problem is that you will get ChildLostFocus for the editfield being left. Then prompt popups and you are getting another one (for the new editfield), BUT at that moment, you do not have your "lastFocus" changed yet (because you have not given it a chance to happen).

Actually, the real moral of the story is "do not change the focus in the process of changing the focus"

Mirek

Subject: Re: Exclamation Popup: two clicks to dismiss
Posted by indiocolifa on Fri, 18 Apr 2008 01:05:04 GMT
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luzr wrote on Thu, 17 April 2008 13:58Exactly.

The problem is that you will get ChildLostFocus for the editfield being left. Then prompt popups and you are getting another one (for the new editfield), BUT at that moment, you do not have your "lastFocus" changed yet (because you have not given it a chance to happen).

Actually, the real moral of the story is "do not change the focus in the process of changing the focus"

Mirek

I understand Mirek. Since U++ does not provide a "WhenLostFocus" style callback, what do you think it's the best approach to validate a field when the user leaves it (I need this).

Thank you very much for your help, both cbpporter and mirek.