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Subject: TopWindow not closed on Escape  
Posted by [idaho](#) on Mon, 09 Feb 2009 13:56:31 GMT  
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Hi all,

I have sortof a problem in here. I added a popup window to a project the following way:

```
WithPopupLayout<TopWindow> popup;  
CtrlLayout(popup, t_("Translation"));  
popup.entryShow.SetData("Some String"); //an edit control  
popup.CenterScreen();  
popup.RunAppModal();
```

The problem is that I don't know how to close the resulting window on escape. For other dialogs, I reimplemented the virtual Key method but how can I do something like this here? Is there another way about it?

Thanks in advance.

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Subject: Re: TopWindow not closed on Escape  
Posted by [unodgs](#) on Mon, 09 Feb 2009 14:41:07 GMT  
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Exactely the same way:

```
struct TopWindowEsc : TopWindow  
{  
    virtual bool Key(...)  
    {  
        if(key == K_ESC)  
        {  
            Close();  
            return true;  
        }  
    }  
}
```

```
WithPopupLayout<TopWindowEsc> popup;
```

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Subject: Re: TopWindow not closed on Escape  
Posted by [idaho](#) on Mon, 09 Feb 2009 18:46:09 GMT

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Thanks a lot! It works!

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