Subject: CtrlLayoutOKCancel - detecting Cancel vs Bad input?
Posted by lundman on Thu, 16 Mar 2006 06:59:18 GMT
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Using a CtrlLayoutOKCancel, with some fields with restrictions, like non-null, or min&max (port).

When user inputs something bad, a OK dialog pops up to inform us of this, then the main dialog returns from Run() with IDCANCEL.

(One would have thought it should not return at this point?)

This means we've stuck Run() in a loop so they can input data correctly, until they push OK or Cancel.

But Cancel also returns IDCANCEL.

How do we detect the difference between user clicking Cancel, and user just typing in something invalid?

Advice pleace

Subject: Re: CtrlLayoutOKCancel - detecting Cancel vs Bad input?
Posted by mirek on Thu, 16 Mar 2006 17:58:04 GMT
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lundman wrote on Thu, 16 March 2006 01:59
Using a CtrlLayoutOKCancel, with some fields with restrictions, like non-null, or min&max (port).

When user inputs something bad, a OK dialog pops up to inform us of this, then the main dialog returns from Run() with IDCANCEL.

(One would have thought it should not return at this point?)

It should not return - something is wrong. Please post the whole testcase...

Mirek

Subject: Re: CtrlLayoutOKCancel - detecting Cancel vs Bad input?
Posted by lundman on Wed, 22 Mar 2006 06:59:47 GMT

Right, we were setting our own callbacks for OK and CANCEL during a lapse-in-sanity moment, which (correctly) would break the expected behavior.

Sorry for the noise.