
Subject: Implementation of ColorPopUp ctrl
Posted by [281264](#) on Mon, 19 Jul 2010 16:48:14 GMT
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Hi,

I would like to know how this ctrl is implemented. For instance, shall we say the typical pop up menu, in which the user selects a colour, then press ok or cancel. Is it necessary to set up this control within an ok-cancel prompt menu? Is it operative in its own?.

keyboard?

Thanks,

Javier

Subject: Re: Implementation of ColorPopUp ctrl
Posted by [mrjt](#) on Mon, 19 Jul 2010 18:06:23 GMT
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The easiest way is to have buttons on the dialog with specific names and use the correct version of CtrlLayout. For instance
Buttons 'ok' and 'cancel', call CtrlLayoutOKCancel
Just 'cancel' and CtrlLayoutCancel
Just 'exit' and CtrlLayoutExit

Or you can override TopWindow::Key and catch K_ESCAPE.

Subject: Re: Implementation of ColorPopUp ctrl
Posted by [mrjt](#) on Wed, 21 Jul 2010 08:38:49 GMT
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ColorPupUpCtrl is a ctrl used for a pop-up selection, like the list on a droplist. It is not a dialog.

For a default color selection dialog try 'RunDlgSelectColor'.

Subject: Re: Implementation of ColorPopUp ctrl
Posted by [281264](#) on Wed, 21 Jul 2010 11:56:16 GMT
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Hi,

Yes, eventually a managed to implement ColorPopup via ColorPusher.

The option you mention, would you mind showing a simple example?

Many thanks. Cheers,

Javier

Subject: Re: Implementation of ColorPopUp ctrl
Posted by [mrjt](#) on Wed, 21 Jul 2010 12:28:30 GMT
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```
color = RunDlgSelectColor(color);
```
