Subject: Dialog returned values
Posted by kevinle10@gmail.com on Thu, 13 Apr 2006 05:17:18 GMT
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I have a dialog with three buttons : "Overwrite", "Append" and "Cancel". The code to invoke the dlg is as follow:

```
ConfirmOverwriteDlg confirmDlg;
int dlgId = confirmDlg.Execute();
switch (dlgId) {
case 100:
PromptOK("Overwrite");
break;
case 101:
PromptOK("Append");
break;
default:
PromptOK("Cancel");
}
```

100 and 101 are assigned to the "Overwrite" and "Append" buttons in the lay file respectively. But the above does not work. How do I wire the button to the ID? Thanks

Subject: Re: Dialog returned values
Posted by victorb on Thu, 13 Apr 2006 11:36:49 GMT
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You should have your button set as rather an acceptor, rejector or breaker then you can associate and ID with the button. I have modified the Layout ref. coded and added a button ("help").
The code looks like:

```
GUI_APP_MAIN
{
 WithDialogLayout<TopWindow> dlg;
 CtrlLayoutOKCancel(dlg, "Enter a number");
 dlg.Acceptor(dlg.help, IDHELP);
 dlg.number <<= 10;
 for(;;)
  switch(dlg.Execute()) {
  case IDOK:
   PromptOK(AsString(~dlg.number));
   break;
  case IDCANCEL:
   return;
  case IDHELP:
   PromptOK("Help me!");
   break;
```

```
  }
}
```

lay file:

```
LAYOUT(DialogLayout, 312, 168)
 ITEM(Label, dv___0, SetLabel(t_("A number")).LeftPosZ(8, 56).TopPosZ(8, 19))
 ITEM(EditIntSpin, number, LeftPosZ(64, 76).TopPosZ(8, 19))
 ITEM(Button, cancel, SetLabel(t_("Cancel")).LeftPosZ(76, 64).TopPosZ(36, 24))
 ITEM(Button, help, SetLabel(t_("Help")).LeftPosZ(32, 116).TopPosZ(96, 32))
 ITEM(Button, ok, SetLabel(t_("OK")).LeftPosZ(8, 64).TopPosZ(36, 24))
END_LAYOUT
```

You should take a look at the code of CtrlLayoutOKCancel in TopWindow.h.

Victor
