
Subject: Dialog returned values

Posted by kevinle10@gmail.com on Thu, 13 Apr 2006 05:17:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

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
