Subject: MsgBox is PromptOK in U++
Posted by fudadmin on Wed, 07 Dec 2005 14:26:22 GMT
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MsgBox is PromptOK in U++:

from HelloWorld:
```
 PromptOK("{{1@5 [@9= This is the]::@2 [A5@0 Ultimate`+`+ Hello world sample}}");
```

or simply:
```
PromptOK("Prompt sample");
```

Subject: Re: MsgBox is PromptOK in U++
Posted by fudadmin on Thu, 08 Dec 2005 22:05:55 GMT
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also
```
PromptOKCancel("test");
```

Subject: Re: MsgBox is PromptOK in U++
Posted by mirek on Thu, 08 Dec 2005 22:22:15 GMT
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Actually:

```
void PromptOK(const char *qtf);
int  PromptOKCancel(const char *qtf);
int  PromptYesNo(const char *qtf);
int  PromptYesNoCancel(const char *qtf);
int  PromptRetryCancel(const char *qtf);
int  PromptAbortRetry(const char *qtf);
int  PromptAbortRetryIgnore(const char *qtf);

void Exclamation(const char *qtf);
```

"Positive" answers are reflected as 1, "Negative" as 0, "Cancel" of 3 state prompt (PromptYesNoCancel) as -1 (Cancel for 2-state (PromptOKCancel) is considered "Negative" - 0)

Subject: Re: MsgBox is PromptOK in U++
Posted by accavalcanti on Wed, 26 Jul 2006 19:56:51 GMT
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What about the formating characters used in PromptOK ("{{1@5 [@9=" etc.)? Where can I found info on how to use it?

Subject: Re: MsgBox is PromptOK in U++
Posted by mirek on Wed, 26 Jul 2006 21:10:10 GMT
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http://upp.sourceforge.net/srcdoc$RichText$QTF$en-us.html

(the same info can be found in RichText topic++).

Mirek

Subject: Re: MsgBox is PromptOK in U++
Posted by jibe on Fri, 08 Jun 2007 08:04:23 GMT
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Hi,

This is very nice and usefull. But sometimes it's a problem !

I'm using an external library, and it has exception messages including "::". You can imagine what happens when I try to display these messages !

Is there an easy solution, or the best is to program a simple ordinary MessageBox ? I don't want to modify the messages in the library, as changes will be lost each time there is a new version...

(sorry for this question : I'm very new to Upp and didn't find anything about that...)

Subject: Re: MsgBox is PromptOK in U++
Posted by jibe on Fri, 08 Jun 2007 08:31:31 GMT
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Waiting to know if there is a better solution, I'll use PromptOk after inserting 0x01 at the begining of the message string. It's working fine and easy to do

Subject: Re: MsgBox is PromptOK in U++
Posted by guido on Fri, 08 Jun 2007 09:22:59 GMT
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Quote:I'm using an external library, and it has exception messages including "::". You can imagine what happens when I try to display these messages !

Is there an easy solution, or the best is to program a simple ordinary MessageBox ? I don't want to modify the messages in the library, as changes will be lost each time there is a new version...

Escape the library messages with DeQtf() or DeQtfLf()

Guido

Subject: Re: MsgBox is PromptOK in U++
Posted by jibe on Tue, 12 Jun 2007 06:50:06 GMT
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Hi,

Sorry to be late... I was busy on another project...

Yes, DeQtfLf() is fine ! Don't like so much DeQtf(), but it's probably usefull in some cases...

Thanks

Subject: Re: MsgBox is PromptOK in U++
Posted by nixnixnix on Sun, 06 Jan 2008 20:18:22 GMT
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Hey Mirek,

Is it the same under windows and linux? I find it confusing that there are constants defined in TopWindow.h which one would think were the proper return values of functions such as PromptYesNoCancel() and PromptAbortRetryIgnore()

Don't you think this is an inconsistency?

Nick

Subject: Re: MsgBox is PromptOK in U++
Posted by mirek on Sun, 13 Jan 2008 13:42:16 GMT
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nixnixnix wrote on Sun, 06 January 2008 15:18Hey Mirek,

Is it the same under windows and linux?

Yes.

Quote:
I find it confusing that there are constants defined in TopWindow.h which one would think were the proper return values of functions such as PromptYesNoCancel() and PromptAbortRetryIgnore()

Don't you think this is an inconsistency?

Well, I must say it never came to my mind since now. But yes, I guess you can consider it a little bit confusing.

Mirek

Subject: Re: MsgBox is PromptOK in U++
Posted by kodos on Mon, 11 Aug 2008 18:33:32 GMT
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I really must say that this is confusing. I thought I could use this ID* macros an every dialogs until now. (Hey it even worked most of the time)
And then I see here why I have spent the last hour searching for a bug: Cancel is not always the same number...

I think the dialog results would be a good point to refactor U++ a little
A simply enum would simplify this a lot.

Subject: Re: MsgBox is PromptOK in U++
Posted by roger on Wed, 28 Dec 2016 22:15:08 GMT
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My Exclamation() (Upp 5485) seems to be having a problem with some but not all '-' characters in its string argument. For example:

```
int I=-1;
String msg;
msg.Cat() << "I=" << I << " is negative (-)";
Exclamation(msg);
```

displays as: I=-1 is negative(-)

(as I would expect), but

```
int I=-1;
String msg;
msg.Cat() << "I-" << I << " is negative (-)";
Exclamation(msg);
```

displays as: I
ERROR: Not in table: 1 is negative(-)

and

Exclamation("i -- is a negative number.");

displays as: I
ERROR: Not in table: is a negative numbe

Any ideas as to how I could get Exclamation() to work more reliably would be appreciated.

Subject: Re: MsgBox is PromptOK in U++
Posted by koldo on Thu, 29 Dec 2016 07:53:29 GMT
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Hi Roger

Just use DeQtf() and your problem will be solved.

```
int I=-1;
String msg;
msg.Cat() << "I-" << I << " is negative (-)";
Exclamation(DeQtf(msg));
```

File Attachments

1) Captura.JPG, downloaded 1227 times


