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# Interactions

Building dialogs is rather simple (although there are many more control types we can stuff our pages with), it's making them interact that's really interesting. In SampleCustomUI3, we add a second dialog, allowing the user to cancel the installation process:



To achieve this, we need the dialog itself. It will have two push buttons but note the difference in terminology. A message box like this can have two outcomes, *cancelling* it and *okaying* it: going on with what it says. The question will be worded differently here: when we cancel the cancellation dialog, we vote for going on with the installation. Hence, we call our first, default button, with the text No our cancel button:

If the user clicks on this button, we signal the EndDialog event with a value of Return. As its name implies, this simply dismisses the dialog and resumes the original operation. The Publish tag has a condition, the number 1

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that always evaluates to true (a zero would evaluate to false), thus, the event will be signaled unconditionally.

Our second button, with the text Yes will trigger the same EndDialog event but with a different value: Exit . This is used to abort the whole installation process:

```
<Control Id="Yes" Type="PushButton" X="72" Y="5
7" Width="56" Height="17" Text="[ButtonText_Ye
s]">
          <Publish Event="EndDialog" Value="Exit">1</P
ublish>
</Control>
```

The rest is now simple, text and icon. Don't forget to add the Binary tag to include the icon in the package:

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We also need some modification in our InstallDlg dialog. We moved our Install button to the left to make room for the Cancel button. This one will fire a SpawnDialog event, specifying the name of the dialog to be launched. As already mentioned in the previous lesson, SpawnDialog starts a new child dialog without removing the current one and proceeds when the user dismisses this second dialog:

```
<Control Id="Cancel" Type="PushButton" X="304" Y
="243" Width="56" Height="17"
        Cancel="yes" Text="[ButtonText_Cancel]">
        <Publish Event="SpawnDialog" Value="CancelDlg">1</Publish>
</Control>
```

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