

### **[9.3] Take advantage of *ok* system variable in dialog boxes**

The *Dialog...EndDlog* structure always shows two button choices: [ENTER] and [ESC]. If [ENTER] is pressed, the system variable *ok* is set to 1. If [ESC] is pressed, *ok* is set to zero. You can use this information to exit the program if [ESC] is pressed, or return to a main program screen, or take some other appropriate default action.