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Subject: Re: Switch control on the main window  
Posted by [Lance](#) on Thu, 31 Mar 2016 17:36:58 GMT  
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Use Switch's SetData( indexOfItemToBeSelected) to do that, here is a small example:

```
#include <CtrlLib/CtrlLib.h>

using namespace Upp;

struct MyApp: public TopWindow
{
    MyApp()
    {
        s.SetLabel("Label\nArray\nButton\nSwitch");
        Add(s.SizePos());

                s.SetData(3); //<-----
    }

    Switch s;
};

GUI_APP_MAIN
{
    MyApp().Run();
}
```