Subject: Re: How to use droplist and switch
Posted by bonami on Wed, 01 Aug 2007 05:46:52 GMT
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mrjt wrote on Tue, 31 July 2007 17:19comm_type.SetLabel("UDP\nTCP");
or
comm_type.Add("UDP").Add("TCP");
or
comm_type.Add(0, "UDP").Add(1, "TCP");
Will all work.

I would guess that you haven't made the Switch ctrl large enough in the Layout Designer (it does not resize automatically) and so you cannot see the other opptions.

James.
as i posted, i have used all these methods and none works for me. i tried again exactly using your Add... and failed. my layout is large enough to hold an elephant.

solution: put Add... in a function called after window class' constructor. i put Add... in topwindow's subclass' constructor then nothing works as i said and i cannot even stop there to debug. but if i put it elsewhere and call it after construction, it succeeds. this really puzzles me.

FUDAMIN, i've succeeded modifying .lay using TheIDE. this works.

thank you both anyway.