Subject: Re: How to use droplist and switch
Posted by bonami on Fri, 03 Aug 2007 02:19:57 GMT
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as i did afterwards, you changed .lay, too. this is the best way.
the key is the second problem you mentioned. i suppose the control is partialy initialized after the TopWindow so that you cannot set it in TopWindow's constructor.
as for the first one, i changed .lay, so i see the size is OK and did not change it back for the code to describe this question, i.e., it is not a problem.

further more, when i try to get selected value, if i directly call GetData(), it won't work, since .lay does not generate default values, even values as indexes or labels.

```
void ezcommwin::Butt_out()
{
...
comm_type.Set(0,0, "uu"); // this works
comm_type.Set(1,1);  //this does not work
type = comm_type.GetData(); //only now can we get the value
```

after all, maybe it is a good idea not to use .lay for switches