
Subject: Re: Can't set value in switch with EnableValue

Posted by [mirek](#) on Tue, 04 Mar 2008 16:15:35 GMT

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I have tested with this simple testcase:

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

```
using namespace Upp;
```

```
GUI_APP_MAIN
```

```
{  
    TopWindow win;  
    Switch h;  
    h.Add("One", "One");  
    h.Add("Two", "Two");  
    h.Add("Three", "Three");  
    h.EnableValue("One", false);  
    h.EnableValue("Two", false);  
    win.Add(h.SizePos());  
    win.Run();  
    h.EnableValue("Two", true);  
    win.Run();  
}
```

and it seems to work OK.

Is not it possible that there is a space after the CONSULTA? Or something like that.

You might also try to place .EnableValue("CONSULTA") instead of using Select to test it...

Mirek
