
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
