Subject: Re: Help needed dealing with switch control
Posted by mrjt on Wed, 04 Feb 2009 09:11:52 GMT
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In case you still need help with this, I think this is the code you need:

```
CtrlLibTest::CtrlLibTest()
{
 CtrlLayout(*this, "Window title");

 switch1.Add(0, "One");
 switch1.Add(1, "Two");
 switch1.Add(2, "Three");
 switch1 <<= Null;

 switch2.Add(String("Letter A"), "A");
 switch2.Add(String("Letter B"), "B");
 switch2.Add(String("Letter C"), "C");
 switch2 <<= "Letter A";

 switch1 <<= THISBACK(OnSwitch1);
 switch2 <<= THISBACK(OnSwitch2);
}

void CtrlLibTest::OnSwitch1()
{
 switch2 <<= Null;
}

void CtrlLibTest::OnSwitch2()
{
 switch1 <<= Null;
}
```

If you were going to do this with more than two switches or quite often I'd create a SwitchGroup
class that wasn't a Ctrl but handled the state of the switches for you.