
Subject: Re: Help needed dealing with switch control
Posted by [cbpporter](#) on Tue, 10 Feb 2009 09:42:48 GMT
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I'm not sure I understand your problem, but it could be caused by the way U++ handles Switches.

The traditional way of doing things is that if you want 3 switches, you will place 3 widgets on your form, each corresponding to a single option. Of course, you need to deactivate options when users interact with one of the switches that constitute a logical group, and since writing such code would be repetitive for this very common scenario, you would place all three switches in a GroupControl which will handle selecting items and logical grouping for you.

In U++ on the other hand, if you need to have 3 options, you will only add one single Switch to your layout. Then you will call Add 3 times on that Switch. In U++ Switch is actually more like a GroupControl, and calling Add populates it with "traditional switch" widgets. Switch is a group control, and is not like Option, which constitutes a single check box, not a group.

This works well for single groups, but if you need multiple groups that act as a single logical group, you will have to use something like mrjt suggested.

Switch should be able to handle both horizontal and vertical layout (as seen in your screenshot).
