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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).

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