Subject: Re: Toolbuttons Posted by alendar on Sun, 07 Feb 2010 03:58:58 GMT View Forum Message <> Reply to Message

Well, that was hard - not.

To do a toggle, you just do this in the event handler:

```
void RepeatSongs() {
  repeat.Check(!repeat.IsChecked());
}
```

It flips it on and off when clicking. Doesn't get much easier than that. EXCEPT -- the ButtonOption has the "=" operator overridden for boolean so you can just:

repeat = !(repeat.lsChecked());

sigh, so much time is wasted without this obfuscation.

```
Page 1 of 1 ---- Generated from U++ Forum
```