
Subject: Re: Switch Control

Posted by [dolik.rce](#) on Sun, 07 Feb 2010 17:49:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

gedumer wrote on Sun, 07 February 2010 18:00 There are no examples of the Switch Control (AKA. RadioButtons) in any of the examples nor in the tutorial so could someone who has used this control please help me? I have two Switch controls that I placed on my form using the Form Designer but I don't know how to use them.

Hi!

Simple reference program: `#include <CtrlLib/CtrlLib.h>`

`using namespace Upp;`

```
class guitest : public TopWindow {
public:
    typedef guitest CLASSNAME;
    Switch s;
    void change(){
        PromptOK(DeQtF("Switched to value "+AsString(~s))); // "~s" is shorthand for s.GetData()
    }
    guitest(){
        Add(s); s.SizePos(); //in your case, this is already done in layout
        s.Add("Case 1").Add(12,"Case 2").Add(13.5,"Case 3"); //chaining is possible ...
        s.Add("Something","Another case").DisableValue(12); // ... but not mandatory
        s<<=12; //shorthand for s.SetData(12);
        s<<=THISBACK(change); // shorthand for s.WhenAction=THISBACK(change);
        // note the interesting overloading ;)
    }
};
```

```
GUI_APP_MAIN{
    guitest().Run();
}
```

Hope this helps Also look at the commented overloaded operators - they are what makes the development rapid in U++. And one of the reasons why I love this framework

Bye,Honza
