Subject: Re: How to use callbacks with "embedded" controls...
Posted by forlano on Mon, 17 Apr 2006 08:19:51 GMT

fudadmin wrote on Mon, 17 April 2006 10:03If something is empty, it means it's empty! I do not question such things. Just accept as they are .
P.S in fact, I think, you can study nuller classes etc. if you wish...
Yesterday I've upgraded the U++ and only now I've seen that the documentation is increased. In particular about three state I have just read
Quote:
Widget providing the selection of 2 or alternatively 3 states (true, false, Null). Value of Option is either 0, 1, or Null. When setting Value to Option, string "1" is interpreted as true state, other non-Null strings as false.

I accept it without complain.