Subject: Re: Selected option, show which is active
Posted by nlneilson on Fri, 27 Aug 2010 19:26:13 GMT
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That puts a check mark in the box, good.
How this is worked into the code is a problem.

I searched the examples and bazarr plus don't recall anything in any documentation that covers this.

```
void SettingsMenu(Bar& bar) {
 bar.Add("m meters", THISBACK(Setm)).Check(true);
 bar.Add("km kilometers"THISBACK(Setkm)).Check(true);
...
...

 void Setm() {
  Distm<<=revDistance(~Distance, un);
  un = 0;
  Cfg[0] = "0";
  units<<="m";
  Distance<<=formatDistance(s, un, dp);
 }
 void Setkm() {
  Distm<<=revDistance(~Distance, un);
  un = 1;
  Cfg[0] = "1";
  units<<="km";
  Distance<<=formatDistance(s, un, dp);
 }
 void Setft() {
  Distm<<=revDistance(~Distance, un);
  un = 2;
  Cfg[0] = "2";
  units<<="ft";
  Distance<<=formatDistance(s, un, dp);
 }
```

How would you include .Check(true) in the Setft() function?

Without an example I could spend a considerable amount of time tinkering. There may be something built into U++ that helps on this, like when one is picked/checked any other option in that section is unchecked.