
Subject: How do I 'check' a Switch control
Posted by [awksed](#) on Sat, 12 May 2012 15:35:55 GMT
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Hi,

How do I 'check' a (single) Switch control and how do I determine if it is 'checked'? (I am looking for the equivalent of the MFC CButton::SetCheck() and CButton::GetCheck()).

Thanks,

Jan
