
Subject: Re: How do I 'check' a Switch control
Posted by [jerson](#) on Sat, 12 May 2012 17:17:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

You can check the selected case in the switch by reading its value to an integer.

```
Switch sw;  
int  swVal;
```

```
swVal = sw;
```

or select a particular case in code by doing this

```
swVal = 1;      // select item 1 of the switch  
sw = swVal;
```