
Subject: Re: How do I 'check' a Switch control

Posted by [Sender Ghost](#) on Sat, 12 May 2012 19:18:09 GMT

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

Hello, Jan.

awksed wrote on Sat, 12 May 2012 17:35 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()).

There is Switch example inside reference U++ directory, which "demonstrates Switch widget".

Also take a look Switch documentation.

Basically, as Jerson said, you assign the value (of type Value) to Switch object to select concrete case. To get selected value, just use GetData() Switch method or ~ operator before Switch object:

```
Switch sw;
sw.Add("Left").Add("Center").Add("Right");
sw = 1; // Selecting "Center". Equivalent to sw.SetData(1);
PromptOK(Format("Selected '%s' case with '%s' value", sw.GetLabel(), AsString(~sw)));
```

Based on CButton::SetCheck method, I think, you need ButtonOption or just Option widget:

```
#include <CtrlLib/CtrlLib.h>
```

```
using namespace Upp;
```

```
class App : public TopWindow {
public:
    typedef App CLASSNAME;
    App();
```

```
    ButtonOption btnOption;
    void PromptOption();
};
```

```
void App::PromptOption()
{
    static const String cases[2] = { "Off", "On" };
    PromptOK(cases[(int)btnOption.Get()]); // ButtonOption::Get is equivalent to CButton::GetCheck.
}
```

```
App::App()
{
    Title("ButtonOption test application");
    Sizeable().Zoomable();
    SetRect(Size(320, 240));
```

```
    btnOption.SetLabel("X");
    btnOption.Set(true); // ButtonOption::Set is equivalent to CButton::SetCheck.
    btnOption.WhenAction = THISBACK(PromptOption);
```

```
Add(btnOption.VCenterPosZ(50).HCenterPosZ(50));  
}
```

```
GUI_APP_MAIN  
{  
    App app;  
    app.Run();  
}
```
