
Subject: Re: Problem using a switch control
Posted by [Giorgio](#) on Tue, 15 Dec 2015 09:31:39 GMT
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Hello Mirek,

there is something I am missing. I knew that query[DRUM] can give multiple results with the same value, that is expected (to give context: user has to cut a long cable in "chunks", and usually some of those chunks have the same length; the switch control is used to select what chunk the user is currently cutting). What it is not really clear to me, is the "unique" index to be used in each switch element. I supposed that the first element of the .Set method was the one that had to be unique. In fact, in my code the first element is a counter (i) that is incremented each time in the loop: that was what I meant when I wrote that the switch cases have different values. Is there a way to fix my code or I have to think to a different approach?

Thanks,
Gio
