
Subject: Re: The Mysterious checkbox
Posted by [Oblivion](#) on Sun, 22 Nov 2020 08:07:43 GMT
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Hello steveo,

Quote: To me a check box is a box that holds one of 2 states, either checked or not checked. It is useful to be able to respond to changes in check box state. I have spent the last hour looking over the 100 or so methods which seem to be associated with the check box and for the life of me I can't figure out how to call a method on that control which will tell me the state "checked or not checked".

Any ideas?

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

using namespace Upp;

struct MyAppWindow : TopWindow {
    Option option;
    MyAppWindow()
    {
        Sizeable().Zoomable().CenterScreen().SetRect(0,0, 640, 480);
        Add(option.SetLabel("Option").LeftPosZ(20).TopPosZ(20));
        option << [=] { Title(Format("Option (checkbox) state: %", ~option)); };

        // OR,
        // option.WhenAction = [=] { Title(Format("Option (checkbox) state: %", ~option)); };
    };
};

GUI_APP_MAIN
{
    MyAppWindow().Run();
}
```

Almost all trivial ctrls (widgets) follow the same pattern. If they contain a Value you can access it via a tilde (~) operator,
Or via GetData and SetData methods. And they define a WhenAction callback which can be also set by an overloaded operator.

I suggest you check the Ctrl design concepts document:

[https://www.ultimatepp.org/srcdoc\\$CtrlCore\\$CtrlDesignConcepts_en-us.html](https://www.ultimatepp.org/srcdoc$CtrlCore$CtrlDesignConcepts_en-us.html)

Best regards,
Oblivion
