Subject: Help needed dealing with switch control
Posted by kbyte on Thu, 29 Jan 2009 15:58:15 GMT

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Hi,
I need to put two switch controls (option boxes) in to a form and they must be grouped in order to select one and the other one must be automatically unselected. I need also how to set the true value on them and get value they have.
Is there any switch tutorial? Cant find information on that.

Many thanks

Alex

Subject: Re: Help needed dealing with switch control
Posted by mrjt on Wed, 04 Feb 2009 09:11:52 GMT

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In case you still need help with this, I think this is the code you need:

```
CtrlLibTest::CtrlLibTest()
{
 CtrlLayout(*this, "Window title");

 switch1.Add(0, "One");
 switch1.Add(1, "Two");
 switch1.Add(2, "Three");
 switch1 <<= Null;

 switch2.Add(String("Letter A"), "A");
 switch2.Add(String("Letter B"), "B");
 switch2.Add(String("Letter C"), "C");
 switch2 <<= "Letter A";

 switch1 <<= THISBACK(OnSwitch1);
 switch2 <<= THISBACK(OnSwitch2);
}

void CtrlLibTest::OnSwitch1()
{
 switch2 <<= Null;
}

void CtrlLibTest::OnSwitch2()
{
 switch1 <<= Null;
}
```

If you were going to do this with more than two switches or quite often I'd create a SwitchGroup

class that wasn't a Ctrl but handled the state of the switches for you.

Subject: Re: Help needed dealing with switch control
Posted by kbyte on Tue, 10 Feb 2009 09:23:56 GMT
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Sorry, but may be I didnt explain my problem:

I drawn a form in a lay file during design time. Please, see the jpeg attached.

During form initialization (run-time) I want to select the numerica switch button and clear (it is already) the alfanumerica switch button.

The second doublt is:
On visual basic and visual C we add (at design time) switch buttons and group them and they became mutual exclusive, this means when the user selects one all the others become unselected.

Does u++ has this automatic behaviour?

I am using this but it doesnt works:

```
void xxxdlg::OnSwitch1(void) //numerica
{
 sw2<<NULL;
 sw1<<1;
}

void xxxdlg::OnSwitch2(void) //alfanumerica
{
 sw1<<NULL;
 sw2<<1;
}
```

Many thanks

Alex

File Attachments
1) option.JPG, downloaded 361 times

Subject: Re: Help needed dealing with switch control
Posted by cbpporter on Tue, 10 Feb 2009 09:42:48 GMT
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I'm not sure I understand your problem, but it could be caused by the way U++ handles Switches.

The traditional way of doing things is that if you want 3 switches, you will place 3 widgets on you form, each corresponding to a single option. Of course, you need to deactivate options when users interacts with on of the switches that constitute a logical group, and since witting such code would be repetitive for this very common scenario, you would place all tree switches in a GroupControl which will handle selecting items and logical grouping for you.

In U++ on the other hand, If you need to have 3 options, you will only add one single Switch to your layout. Then you will call Add 3 times on that Switch. In U++ Switch is actually more like a GroupControl, an calling Add populates it with "traditional switch" widgets. Switch is a group control, and is not like Option, which constitutes a single check box, not a group.

This works well for single groups, but if you need multiple groups that act as a single logical group, you will have to use something like mrjt suggested.

Switch should be able to handle both horizontal and vertical layout (as seen in your screenshot).

Subject: Re: Help needed dealing with switch control
Posted by kbyte on Tue, 10 Feb 2009 10:02:55 GMT
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Great!

Switch behaves like a container of options boxes. Ok, understood now!

Thank you

Alex

Subject: Re: Help needed dealing with switch control
Posted by kbyte on Tue, 17 Feb 2009 15:18:22 GMT
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Cant find how to format horizontal and vertical layout on switch group.
Please,could you help me?

Sorry,i got it. It depends of the dimension

Alex