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.

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

Is there any switch tutorial? Cant find information on that.

Many thanks

Alex

Subject: Re: Help needed dealing with switch control Posted by mrit 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);</pre>
switch2 <<= THISBACK(OnSwitch2);</pre>
}
void CtrlLibTest::OnSwitch1()
switch2 <<= Null;
void CtrlLibTest::OnSwitch2()
switch1 <<= Null;
```

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;
}</pre>
```

Many thanks

Alex

File Attachments

1) option.JPG, downloaded 289 times

Subject: Re: Help needed dealing with switch control Posted by copporter on Tue, 10 Feb 2009 09:42:48 GMT

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 mrit 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