Subject: How to use droplist and switch
Posted by mechatronic on Fri, 17 Mar 2006 16:32:38 GMT
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Hi everybody.
I'm a newbie in U++ and I have a project that communicate to other device via rs232 or LPT. I want to place a switch (ratio box - i think so ), or droplist (combo box - sure). When an user choose one, program will set a variant (ex: user choose com1, so port = com1), but I don't know what to do. No example and reference programs about this.
Help me, please

Subject: Re: How to use droplist and switch
Posted by mirek on Sat, 18 Mar 2006 07:54:20 GMT
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mechatronic wrote on Fri, 17 March 2006 11:32Hi everybody.
I'm a newbie in U++ and I have a project that communicate to other device via rs232 or LPT. I want to place a switch (ratio box - i think so ), or droplist (combo box - sure). When an user choose one, program will set a variant (ex: user choose com1, so port = com1), but I don't know what to do. No example and reference programs about this.
Help me, please

Just add "key"-"display value" pairs to your DropList. Its value will be the "key".

```
DropList dl;
dl.Add(1, "One");
dl.Add(2, "Two");
dl <<= 1;
.....
PromptOK(AsString(~dl));
```

Mirek

Subject: Re: How to use droplist and switch
Posted by bonami on Tue, 31 Jul 2007 02:47:26 GMT
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707dev1, winxp
how to add items to a switch? thank you.
i've got a switch in .lay, which can be assigned only one value. i try to add more in my main function with all methods as follows, but never achieved.

```
char s[] = "UDP TCP";
```

```
s[3]='\n';
comm_type.EnableCase(1);
comm_type.EnableCase(2);
comm_type.EnableCase(3);
comm_type.SetLabel(s);
comm_type.SetLabel(2, "TCP");
comm_type.Add(1,"UDP");
comm_type.Add(2,"TCP");
comm_type.EnableCase(1);
comm_type.EnableCase(2);
comm_type.EnableCase(3);
```

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Subject: Re: How to use droplist and switch
Posted by mrjt on Tue, 31 Jul 2007 09:19:35 GMT
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comm_type.SetLabel("UDP\nTCP");
or
comm_type.Add("UDP").Add("TCP");
or
comm_type.Add(0, "UDP").Add(1, "TCP");
Will all work.

I would guess that you haven't made the Switch ctrl large enough in the Layout Designer (it does not resize automatically) and so you cannot see the other opptions.

James.

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Subject: Re: How to use droplist and switch
Posted by fudadmin on Tue, 31 Jul 2007 10:14:36 GMT
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bonami wrote on Tue, 31 July 2007 03:47
i've got a switch in .lay, which can be assigned only one value. i try to add more in my main function with all methods as follows, but never achieved.

If I understand you correctly, you want to add more switch values with the layout designer. You can achieve that with "Set label" by adding more lines (preess Enter).

Alternatively, you can copy this layout (I suppose you know how to use Ctrl_T):
```
LAYOUT(SwitchButtonLay, 400, 200)
 ITEM(Switch, swt_1, SetLabel(t_("&Opt1\nO&pt2")).LeftPosZ(28, 104).TopPosZ(12, 17))
END_LAYOUT
```

Then you can change vertical-horizontal layout simply by resizing with a mouse (changing ratio)

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Subject: Re: How to use droplist and switch
Posted by bonami on Wed, 01 Aug 2007 05:46:52 GMT
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mrjt wrote on Tue, 31 July 2007 17:19comm_type.SetLabel("UDP\nTCP");
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comm_type.Add("UDP").Add("TCP");
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comm_type.Add(0, "UDP").Add(1, "TCP");
Will all work.

I would guess that you haven't made the Switch ctrl large enough in the Layout Designer (it does not resize automatically) and so you cannot see the other opptions.

James.
as i posted, i have used all these methods and none works for me. i tried again exactly using your Add... and failed. my layout is large enough to hold an elephant.

solution: put Add... in a function called after window class' constructor. i put Add... in topwindow's subclass' constructor then nothing works as i said and i cannot even stop there to debug. but if i put it elsewhere and call it after construction, it succeeds. this really puzzles me.

FUDAMIN, i've succeeded modifying .lay using TheIDE. this works.

thank you both anyway.

Subject: Re: How to use droplist and switch
Posted by mirek on Wed, 01 Aug 2007 16:05:58 GMT
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Do not waste the time (ours, yours...).

In cases like this, zip the package and post here (unless it is larger than 100KB or so... . Much faster for everybody to find out what is wrong...

Mirek

Subject: Re: How to use droplist and switch
Posted by bonami on Thu, 02 Aug 2007 01:06:58 GMT
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main.cpp line 38. you can replace the Add() with anything like Add(,) setlabel(). nothing works. instead, if you create a function to be called before ezcw.Run() (the last line of the cpp), and call Add() or anything there, it works.

## File Attachments

1) ezcomm.rar, downloaded 265 times

Subject: Re: How to use droplist and switch
Posted by dmcgeoch on Thu, 02 Aug 2007 11:34:50 GMT
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Hello,

I was looking at the code that you posted and noticed two possible issues. The first is the size of the switch control. If you expand the size of the control in the layout designer, the expanded area is available, but not visible to the user. The second is an issue that I have noticed previously, if you define any of the fields in the layout designer, you cannot modify those fields on the fly.

Attached is a copy of your code with the changes in place. I removed the contents of the functions that were not relevent to the issue.

Dave

File Attachments
1) ezcomm.rar, downloaded 267 times

Subject: Re: How to use droplist and switch
Posted by bonami on Fri, 03 Aug 2007 02:19:57 GMT
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as i did afterwards, you changed .lay, too. this is the best way.
the key is the second problem you mentioned. i suppose the control is partialy initialized after the TopWindow so that you cannot set it in TopWindow's constructor.
as for the first one, i changed .lay, so i see the size is OK and did not change it back for the code to describe this question, i.e., it is not a problem.

further more, when i try to get selected value, if i directly call GetData(), it won't work, since .lay does not generate default values, even values as indexes or labels.

```
void ezcommwin::Butt_out()
{
...
comm_type.Set(0,0, "uu"); // this works
comm_type.Set(1,1);  //this does not work
type = comm_type.GetData(); //only now can we get the value
```

after all, maybe it is a good idea not to use .lay for switches

Subject: Re: How to use droplist and switch
Posted by mrjt on Tue, 07 Aug 2007 12:53:40 GMT
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The problem is that you are calling CtrlLayout AFTER you have configured the controls. Move the CtrlLayout call to the fist line in the contructor and it works fine (you may also need to make the switch bigger).

CtrlLayout will override all changes you have made to the form, so you should always call it first (unless you're using it to reset a window).

James.

Subject: Re: How to use droplist and switch
Posted by bonami on Wed, 08 Aug 2007 06:57:25 GMT
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mrjt wrote on Tue, 07 August 2007 20:53The problem is that you are calling CtrlLayout AFTER you have configured the controls. Move the CtrlLayout call to the fist line in the contructor and it works fine (you may also need to make the switch bigger).

CtrlLayout will override all changes you have made to the form, so you should always call it first (unless you're using it to reset a window).

James.
U R so exactly right