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Subject: Switch Control

Posted by [gedumer](#) on Sun, 07 Feb 2010 17:00:12 GMT

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There are no examples of the Switch Control (AKA. RadioButtons) in any of the examples nor in the tutorial so could someone who has used this control please help me? I have two Switch controls that I placed on my form using the Form Designer but I don't know how to use them.

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Subject: Re: Switch Control

Posted by [dolik.rce](#) on Sun, 07 Feb 2010 17:49:03 GMT

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gedumer wrote on Sun, 07 February 2010 18:00 There are no examples of the Switch Control (AKA. RadioButtons) in any of the examples nor in the tutorial so could someone who has used this control please help me? I have two Switch controls that I placed on my form using the Form Designer but I don't know how to use them.

Hi!

Simple reference program: `#include <CtrlLib/CtrlLib.h>`

`using namespace Upp;`

```
class guitest : public TopWindow {
public:
    typedef guitest CLASSNAME;
    Switch s;
    void change(){
        PromptOK(DeQt("Switched to value "+AsString(~s))); // "~s" is shorthand for s.GetData()
    }
    guitest(){
        Add(s); s.SizePos(); // in your case, this is already done in layout
        s.Add("Case 1").Add(12,"Case 2").Add(13.5,"Case 3"); // chaining is possible ...
        s.Add("Something","Another case").DisableValue(12); // ... but not mandatory
        s<=<12; // shorthand for s.SetData(12);
        s<=<THISBACK(change); // shorthand for s.WhenAction=THISBACK(change);
        // note the interesting overloading ;)
    }
};
```

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

Hope this helps Also look at the commented overloaded operators - they are what makes the development rapid in U++. And one of the reasons why I love this framework

Bye,Honza

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Subject: Re: Switch Control  
Posted by [gedumer](#) on Sun, 07 Feb 2010 18:58:34 GMT  
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It would be nice if there was an example in the distro which demonstrated this feature. It would be great if it was in the tutorial also.

Thanks for the info. I couldn't get it to work from the layout so I created and positioned them internally. Now that I know how, it's very easy.

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Subject: Re: Switch Control  
Posted by [mirek](#) on Sun, 07 Feb 2010 20:36:11 GMT  
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gedumer wrote on Sun, 07 February 2010 13:58It would be nice if there was an example in the distro which demonstrated this feature. It would be great if it was in the tutorial also.

Thanks for the info. I couldn't get it to work from the layout so I created and positioned them internally. Now that I know how, it's very easy.

Adopting dolik.rce's example to reference...

Mirek

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Subject: Re: Switch Control  
Posted by [alendar](#) on Tue, 09 Feb 2010 22:42:39 GMT  
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Very nice, thank you.

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Subject: Switch Control, always displayed horizontally  
Posted by [ratah](#) on Thu, 09 Dec 2010 11:32:28 GMT  
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Hi everybody,

I want to arrange switch items in my manner. How to do I can't!!

Thank you

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Subject: Re: Switch Control, always displayed horizontally  
Posted by [dolik.rce](#) on Thu, 09 Dec 2010 12:08:38 GMT

ratah wrote on Thu, 09 December 2010 12:32Hi everybody,

I want to arrange switch items in my manner. How to do I can't!!

Thank you  
Hi Ratah,

The switch widget chooses between vertical and horizontal layout based on its size. If you make it tall and narrow it will be vertical, if you make it short and wide it will become horizontal. Changing the size of the widget at runtime (e.g. when the layout is resized), will recompute the best layout as well.

In case you are looking for way how to manage this manually, or for some more complex layouts like columns, then I'm afraid there is no such thing in Switch. You could of course derive your own widget based on Switch - the only thing you would have to override is the Paint() method. It should be quite easy, have a look at CtrlLib/Switch.cpp, line 152. It is only ~50 lines of code, most of which could be reused.

Best regards,  
Honza

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Subject: Re: Switch Control, always displayed horizontally  
Posted by [ratah](#) on Thu, 09 Dec 2010 12:50:46 GMT  
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Thank you so much Honza,  
Of course I want to change the size dynamically!  
I will try to make Rectangle tall, i do not want to override Paint method.  
Thank you,

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