Subject: How do I 'check' a Switch control
Posted by awksed on Sat, 12 May 2012 15:35:55 GMT
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Hi,

How do I 'check' a (single) Switch control and how do I determine if it is 'checked'? (I am looking for the equivalent of the MFC CButton::SetCheck() and CButton::GetCheck()).

Thanks,

Jan

Subject: Re: How do I 'check' a Switch control
Posted by jerson on Sat, 12 May 2012 17:17:41 GMT
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You can check the selected case in the switch by reading its value to an integer.

```
Switch sw;
int    swVal;

swVal = sw;
```

or select a particular case in code by doing this

```
swVal = 1;          // select item 1 of the switch
sw = swVal;
```

Subject: Re: How do I 'check' a Switch control
Posted by awksed on Sat, 12 May 2012 18:14:05 GMT
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Hi jerson,

Thanks for your reply. It was most helpful in getting to the answer.

I guess I am not using the Switch class in the way the framework authors intended (too many years with MFC I guess and I'm too lazy to learn how to position two 'Radio Buttons' of a Switch group in widely differing places in a tab control, so I'm using two separate Switch controls connected by code).

The control is a single 'Radio Button', i.e. not part of a group therefore assigning 1 doesnt work,

however assigning 0 does 'check' it (put the dot in the circle) and mySwitchObject <<= Null; 'unchecks' it.

int s = mySwitchObject; returns 0 if 'checked', i.e. got a dot in the circle, and -2147483648 (0x80000000) if not 'checked', i.e. no dot in the circle. So I have an odd looking but effective way of achieving what I want to do.

Regards,

Jan

Subject: Re: How do I 'check' a Switch control
Posted by Sender Ghost on Sat, 12 May 2012 19:18:09 GMT
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Hello, Jan.
awksed wrote on Sat, 12 May 2012 17:35How do I 'check' a (single) Switch control and how do I determine if it is 'checked'? (I am looking for the equivalent of the MFC CButton::SetCheck() and CButton::GetCheck()).
There is Switch example inside reference U++ directory, which "demonstrates Switch widget".
Also take a look Switch documentation.
Basically, as Jerson said, you assign the value (of type Value) to Switch object to select concrete case. To get selected value, just use GetData() Switch method or ~ operator before Switch object:

```
Switch sw;
sw.Add("Left").Add("Center").Add("Right");
sw = 1; // Selecting "Center". Equivalent to sw.SetData(1);
PromptOK(Format("Selected '%s' case with '%s' value", sw.GetLabel(), AsString(~sw)));
```

Based on CButton::SetCheck method, I think, you need ButtonOption or just Option widget:

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

using namespace Upp;

class App : public TopWindow {
public:
 typedef App CLASSNAME;
 App();

 ButtonOption btnOption;
 void PromptOption();
};

void App::PromptOption()
```

```
{
 static const String cases[2] = { "Off", "On" };
 PromptOK(cases[(int)btnOption.Get()]); // ButtonOption::Get is equivalent to CButton::GetCheck.
}

App::App()
{
 Title("ButtonOption test application");
 Sizeable().Zoomable();
 SetRect(Size(320, 240));

 btnOption.SetLabel("X");
 btnOption.Set(true); // ButtonOption::Set is equivalent to CButton::SetCheck.
 btnOption.WhenAction = THISBACK(PromptOption);
 Add(btnOption.VCenterPosZ(50).HCenterPosZ(50));
}

GUI_APP_MAIN
{
 App app;
 app.Run();
}
```

Subject: Re: How do I 'check' a Switch control
Posted by awksed on Sun, 13 May 2012 15:51:05 GMT
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Hi Sender Ghost,

Thanks.

Jan
