Subject: Problem using a switch control
Posted by Giorgio on Fri, 11 Dec 2015 08:04:47 GMT
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Hi there,
I have a problem with a switch control. In an application, I have a window that helps user to select some data. User puts a code into a filed, hit a button, and the application shows - using a switch control - some lengths (just to give context: the code is a cable and the lengths are the ones available for that cable). After that the user can choose one of the lengths. The problem is that when user passes over the options of the switch control, they get highlighted as they were selected. I know this description may sound obscure, so I attach a video. In the video I click and select an option, then I pass over other options and finally I click randomly on some options.
Thanks for any help,
Gio

File Attachments

1) Problem using a switch control with ultimate - DASH.mp4, downloaded 475 times

Subject: Re: Problem using a switch control
Posted by mirek on Fri, 11 Dec 2015 12:03:26 GMT
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Testcase would be helpful, however, from what I see I bet that the problem is that all switch cases have the same value.

I think this would produce similar behaviour:

```
Switch sw;
...
sw.Add(0, "Case1");
sw.Add(0, "Case2");
```

Subject: Re: Problem using a switch control
Posted by Giorgio on Mon, 14 Dec 2015 14:08:57 GMT
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Hello Mirek,
thank you for your post. I have used the debugger and it seems switch cases have different values. In fact, the value is assigned during a loop with a variable that is incremented. Anyway, I created a very small test case, attached. Please note that the test case is very small, most of the space is the sqlite db. As my application uses a MySQL db, I have created a sqlite db: please note

that I got rid of a lot of tables, so maybe the db and application look incoherent. To reproduce the problem, launch the application and click on the "Select job order" button. A dialog opens: put in the active field the following order id 15036120901 (maybe it works with other order ids, but I tested that one) and hit return. After that, click on a switch case and then pass the mouse over other cases (try different cases, sometimes it works with a particular case). The problem is in lines 51-85 (specifically, lines 62-77), but I cannot locate it.
Thank you for the support,
Gio

File Attachments

1) SWPR.zip, downloaded 410 times

Subject: Re: Problem using a switch control
Posted by mirek on Mon, 14 Dec 2015 19:49:16 GMT
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Giorgio wrote on Mon, 14 December 2015 15:08Hello Mirek,
thank you for your post. I have used the debugger and it seems switch cases have different values. In fact, the value is assigned during a loop with a variable that is incremented. Anyway, I created a very small test case, attached. Please note that the test case is very small, most of the space is the sqlite db. As my application uses a MySQL db, I have created a sqlite db: please note that I got rid of a lot of tables, so maybe the db and application look incoherent. To reproduce the problem, launch the application and click on the "Select job order" button. A dialog opens: put in the active field the following order id 15036120901 (maybe it works with other order ids, but I tested that one) and hit return. After that, click on a switch case and then pass the mouse over other cases (try different cases, sometimes it works with a particular case). The problem is in lines 51-85 (specifically, lines 62-77), but I cannot locate it.
Thank you for the support,
Gio

```
   for(int j = 0; j < n_of_drums; j++)
   {
    DDUMP(query[DRUM]);
    dlgSelectDrums.lengthList.Set(i, AsString(query[DRUM]), ( AsString(query[METER]) + "m - N: "
+ AsString(k+1) + " of " + AsString(n_of_drums)));
```

```
query[DRUM] = 125
query[DRUM] = 125
query[DRUM] = 125
query[DRUM] = 140
query[DRUM] = 160
query[DRUM] = 160
```

...exactly what I have suspected...

Subject: Re: Problem using a switch control
Posted by Giorgio on Tue, 15 Dec 2015 09:31:39 GMT
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Hello Mirek,
there is something I am missing. I knew that query[DRUM] can give multiple results with the same value, that is expected (to give context: user has to cut a long cable in "chunks", and usually some of those chunks have the same length; the switch control is used to select what chunk the user is currently cutting). What it is not really clear to me, is the "unique" index to be used in each switch element. I supposed that the first element of the .Set method was the one that had to be unique. In fact, in my code the first element is a counter (i) that is incremented each time in the loop: that was what I meant when I wrote that the switch cases have different values. Is there a way to fix my code or I have to think to a different approach?
Thanks,
Gio

Subject: Re: Problem using a switch control
Posted by mirek on Tue, 15 Dec 2015 11:46:59 GMT
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I see.

Well, the 'key' is the second argument to Set and right now should be unique (that said, while this is the first case when this causes the problem, maybe it is not necessary requirement and it would be possible to support your use-case directly).

Anyway, right now, fix is easy - use i as second argument too... (you will have to store sql[DRUM] in some array, but that is easy).

Mirek

Subject: Re: Problem using a switch control
Posted by mr_ped on Tue, 15 Dec 2015 21:19:21 GMT
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```
for(int j = 0; j < n_of_drums; j++)
{
```

```
    DDUMP(query[DRUM]);
    dlgSelectDrums.lengthList.Set(i, AsString(query[DRUM]), ( AsString(query[METER]) + "m - N: "
+ AsString(k+1) + " of " + AsString(n_of_drums)));
```

pardon my ignorance (and laziness to check the zip with full source), but is it ok the for has "j" and the Set takes "i" in first parameter?

Also when the key is "AsString(query[DRUM])", you may produce string like "i,query[DRUM]" for keys, and then extract the query[DRUM] by splitting the key with ',', if you insist to have that data encoded in key. Just an option, I would probably consider in PHP (where the thing is slow as hell already anyway, and writing str manipulation is easy too)... but in U++ I think having a vector with query[DRUM] values around and using pure "i" (or j?) is easier to write, read and maintain...

Subject: Re: Problem using a switch control
Posted by Giorgio on Wed, 16 Dec 2015 14:03:54 GMT
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Well there are two nested loop, your laziness failed you ... probably your solution is ok too, but I went for the Mirek's one (put data in a vector) and it works fine.

Subject: Re: Problem using a switch control
Posted by Giorgio on Wed, 16 Dec 2015 14:10:11 GMT
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Hello Mirek,
I stored the data in an array, as per your suggestion, and it worked like a charm. Just a couple of lines of code and everything works. As far as regard supporting my use-case directly, I think it depends on developers. On one hand, as far as I know a workaround to deal with the case, to me is fine. On the other hand, maybe my use case could be useful to other people too.
Thank you again for your support,
Gio

Subject: Re: Problem using a switch control
Posted by mirek on Thu, 17 Dec 2015 09:11:50 GMT
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mr_ped wrote on Tue, 15 December 2015 22:19
```
  for(int j = 0; j < n_of_drums; j++)
  {
   DDUMP(query[DRUM]);
   dlgSelectDrums.lengthList.Set(i, AsString(query[DRUM]), ( AsString(query[METER]) + "m - N: "
```

+ AsString(k+1) + " of " + AsString(n_of_drums)));

pardon my ignorance (and laziness to check the zip with full source), but is it ok the for has "j" and the Set takes "i" in first parameter?

Also when the key is "AsString(query[DRUM])", you may produce string like "i,query[DRUM]" for keys, and then extract the query[DRUM] by splitting the key with ',', if you insist to have that data encoded in key. Just an option, I would probably consider in PHP (where the thing is slow as hell already anyway, and writing str manipulation is easy too)... but in U++ I think having a vector with query[DRUM] values around and using pure "i" (or j?) is easier to write, read and maintain...

Well you could also use MakeTuple....
