Subject: Switch control on the main window
Posted by Giorgio on Thu, 31 Mar 2016 09:25:20 GMT
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Hi there,
I have this switch control on the main window. There is a procedure that fills in the switch with some options, taking them from a database. The problem with this procedure is that it works fine if I launch it after the main window is executed i.e. after the MyApp().Run(); instruction in the GUI_APP_MAIN. If I run the procedure before the .Run(), it fails, without any message: the main window is launched, but the switch control is empty. I could try to trigger the execution of that procedure after the main window is running (e.g. with a button), but is there a more straightforward method to do that?
Thanks,
Gio

Subject: Re: Switch control on the main window
Posted by Lance on Thu, 31 Mar 2016 17:36:58 GMT
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Use Switch's SetData(indexOfItemToBeSelected) to do that, here is a small example:

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

using namespace Upp;

struct MyApp: public TopWindow
{
 MyApp()
 {
  s.SetLabel("Label\nArray\nButton\nSwitch");
  Add(s.SizePos());


            s.SetData(3);  //<-----------
 }

 Switch s;
};


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

Subject: Re: Switch control on the main window
Posted by Giorgio on Fri, 01 Apr 2016 07:51:04 GMT
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Thanks, you gave me the right hint: I had just to move the procedure that fills in the switch from the GUI_APP_MAIN to the constructor.