
Subject: Getting state of a non-exclusive button (checkbox) widget

Posted by [The Countertony](#) on Mon, 26 Apr 2010 10:41:08 GMT

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I'm building a UI for a program, part of which requires that if a non-exclusive button (checkbox) is unset - this is the default state - then a number of text widgets and their associated labels are hidden or inactive (I've chosen to make them inactive for consistency's sake) - conversely, if the checkbox is set then the widgets should be active and, in the case of the text widgets editable. In pseudocode, the event handler would be something like this...

; Get state information.

; Identify the widget that caused the event.

```
if event.cause == checkbox then {  
  if checkbox.status == 1 then {  
    label1.active = 0  
    text1.active = 0  
    label2.active = 0  
    text2.active = 0  
  }  
}
```

It's the if checkbox.status... line that I don't know how to phrase in IDL - trouble is, all the references to event-handling of buttons I've been able to find are for normal buttons, where you don't actually need to know the state, just the fact that the button's been clicked.

Anyone able to suggest a solution?

Tony
