Subject: How to use widget button as equivalent for keyword selector
Posted by rut on Tue, 04 Jan 2011 12:52:48 GMT

Hi,

I'm an absolute beginner with widget programming and ran into the
following -I guess simple- problem:
A program -currently run from command line- takes as input a name,
some parameters and some keywords.
I'd like to turn this into a GUI, but don't know how to set up a
widget button such that it sets a keyword which then is active also
when other buttons are pressed?

somewhat more specific-hopefully: when response to pressing widget
buttons is organized in a 'case of structure',
how can I make the result of pressing one button dependent on whether
or not another button has been pressed.
Should it involve a common block and if so, how?

Many thanks,

Rut