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Subject: How to use widget button as equivalent for keyword selector

Posted by [rut](#) on Tue, 04 Jan 2011 12:52:48 GMT

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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

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