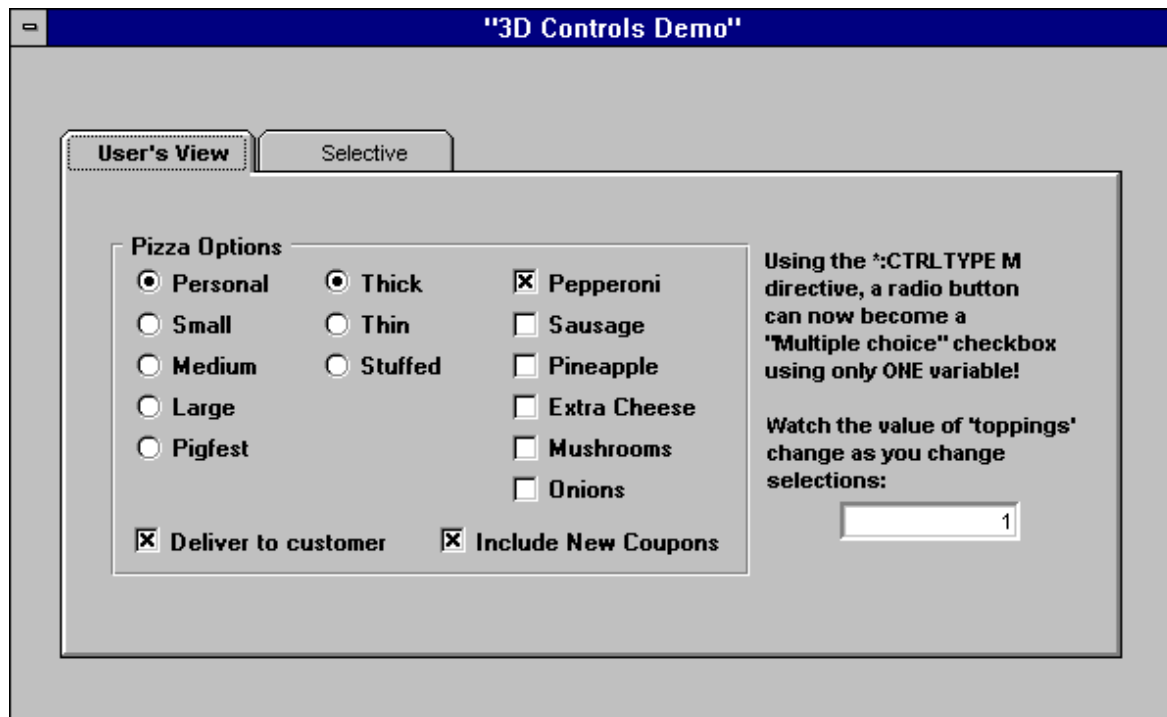


Enhance your Radio Buttons and Checkboxes in FoxPro 2.6

By *Whil Hentzen*

We cover a variety of tools in this column. Sometimes it's a handy utility that you use once a week and, while you could live without it, having it makes life just that much easier - like Visual Compare or Array Browser. Other times, it becomes an integral part of your toolkit and there's no way you could have created some of your apps without it - like jKey or KeyMask. This month, we're going to discuss another GENSCRNX driver that fits both categories. Jason Landry's 3DCTRL driver provides a transparent method for creating those great looking MS-Office and Visual FoxPro radio buttons and checkboxes in FoxPro 2.6. After using this for ten minutes, I have come to the realization that I could certainly keep on working in FoxPro 2.6 without it - but the only way I'll give up 3DCTRL is if they pry my cold, dead fingers from around it.

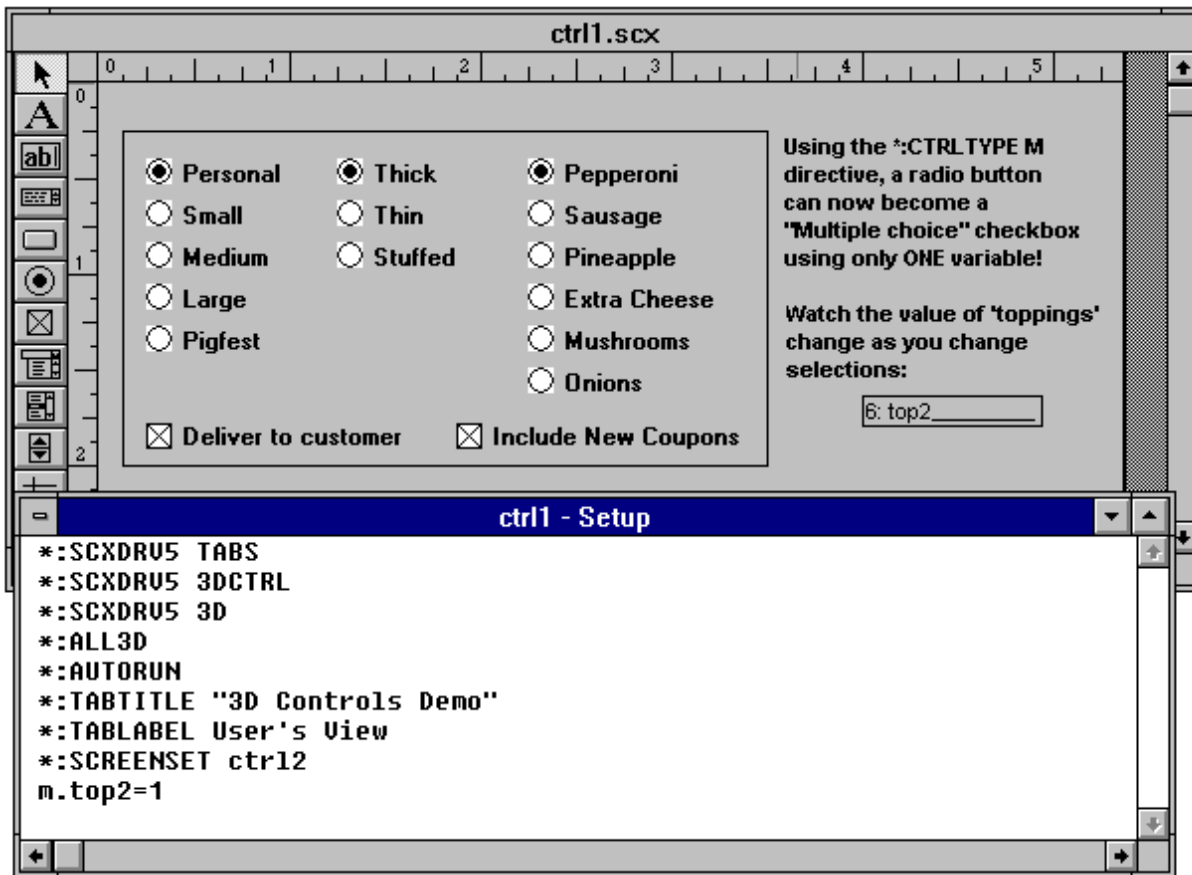


3DCTRL enhances the look of your radio buttons and checkboxes in FoxPro 2.6 applications.

Using 3DCTRL is what we refer to as a “no brainer.” The directives

```
*:SCXDRV5 3DCTRL
*:SCXDRV5 3D
*:ALL3D
```

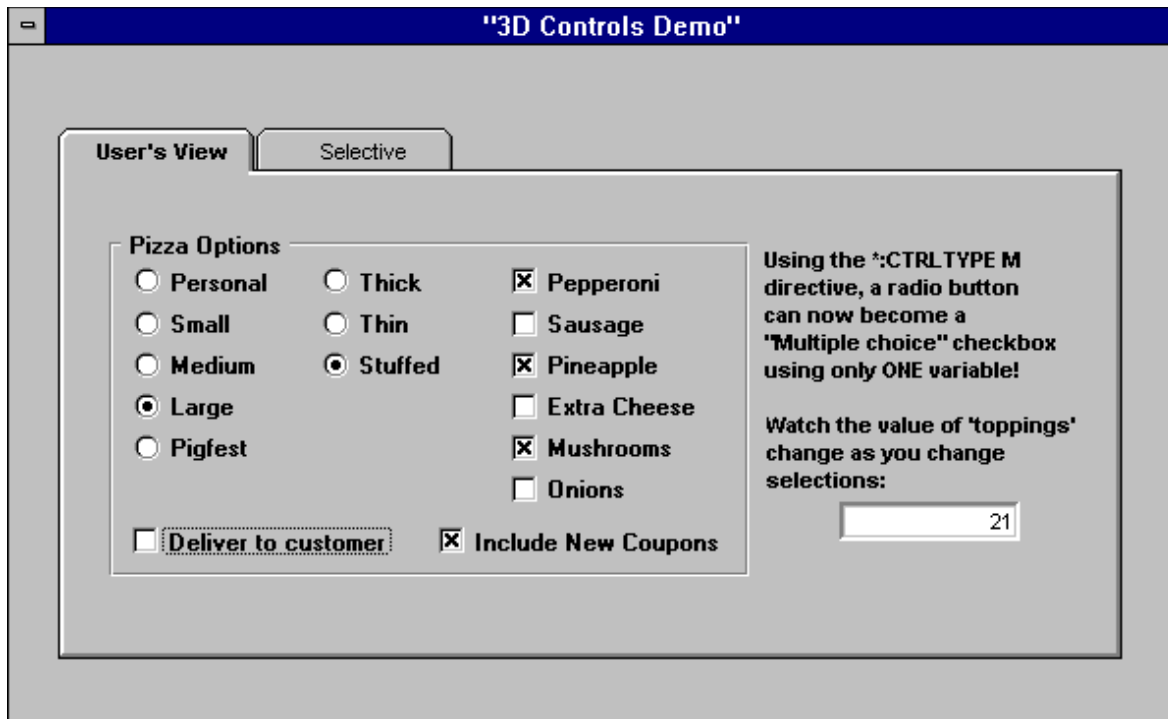
go in your screen's Setup snippet. That's all.



Each radio button group and checkbox will be converted automatically. Behind the scenes, he's placing an invisible button and a series of bitmaps (for selected, deselected, and disabled) over the oldstyle objects, and the clicking on the invisible button displays the appropriate bitmap.

Be sure to turn the color of your form to grey or you'll have good looking radio buttons and checkboxes with grey outlines on a white form.

Not only is this is one great little tool that really enhances the look of your screens, but it also has a couple hidden features that may come in handy. The first is the ability to have a set of checkboxes that return a single value regardless of how many boxes are checked. This is done by making them a single set of radio buttons but altering their appearance to be a set of checkboxes. Then, the value that the user selects is really just one of the radio button choices.



The "3DCTRLTYPE M" directive on a set of radio buttons changes the look to a set of checkboxes (Pepperoni through Onions is actually a radio button set)

Note that selecting Pepperoni, Pineapple and Mushrooms (yech!) will produce a value of Toppings of 21. This is calculated by adding 1 for Pepperoni, 4 for Pineapple, and 16 for Mushrooms. This way, any combination of "checkboxes" will return a unique value. If you call up the sample provided, you'll see that you can also enter the number "10" and the Sausage and Extra Cheese checkboxes will automatically be checked. The imagination runs wild, doesn't it?

The other feature is the ability to create a SHOW function that can be used in a different screen. For example, you can attach function f_X() to a checkbox in screen one, and then call that function in screen two and the show function for that checkbox will be fired. I haven't used this feature and don't have an immediate use, but I'm sure that some of you have been aching for this functionality.

3DCTRL is included on this month's Companion disk and can also be found on CompuServe's FoxUser Forum in library 9 under the name 3DCTRL.ZIP. This month's Companion Disk also contains a FoxTalk exclusive - the source code for the 3DCTRL driver.