

Radio Buttons

Use this extended rule to define the behavior of a radio button control that has been created using a resource editor.

Radio buttons (also known as option buttons) are used to select exactly one option from a number of mutually exclusive alternatives. Selecting another radio button automatically deselects the previously selected radio button.

This chapter covers the following topics:

- Adding the Control in the Resource Editor
 - Defining the Corresponding Input Fields
 - Defining the Label and the Value
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Adding the Control in the Resource Editor

In the resource editor, create a radio button control. You have to define the "Auto" style so that the radio buttons are mutually exclusive.

Supported Styles for Radio Button Controls

Auto
Left text
Push-like
Multiline
Flat
Horizontal alignment
Vertical alignment
Client edge
Static edge
Modal frame
Transparent
Right aligned text
Right-to-left reading text

Defining the Corresponding Input Fields

For each radio button control in the dialog, you have to define the corresponding input field in the character screen.

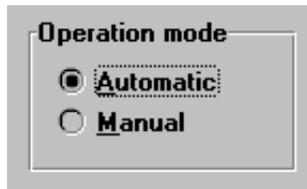
In a character screen, an option may correspond to a number of input fields or to a single field. For example, "Operation mode", for which two different values can be provided, may either be represented in one field:

```
Operation mode (A/M): _
```

or in two fields:

```
Operation mode (select with an X):  
_ Automatic      _ Manual
```

By using radio buttons, this may be represented as follows:



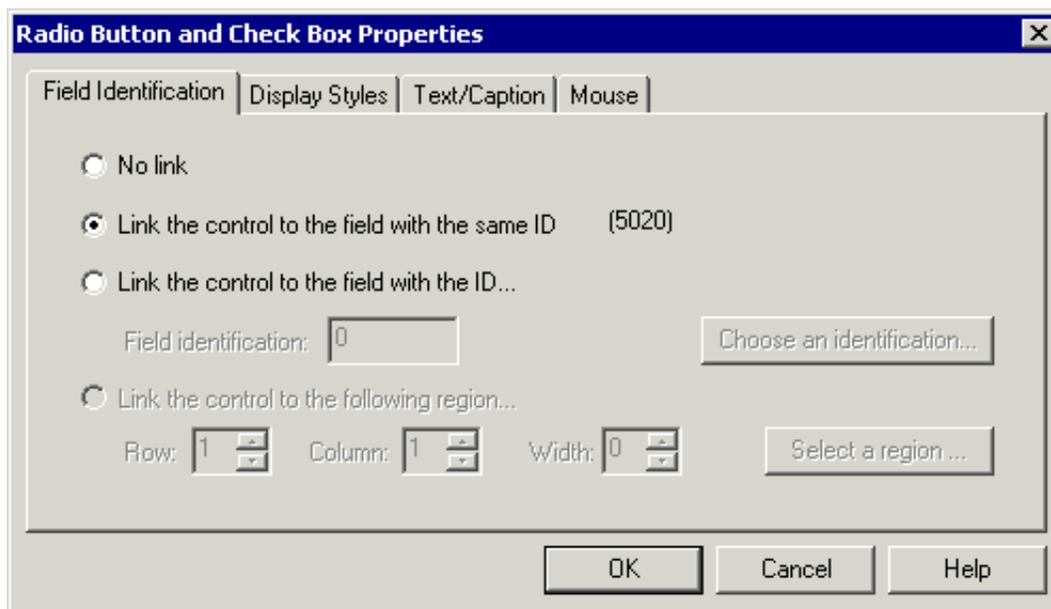
In both examples, the radio buttons in the dialog have to be associated with the input field or fields. In the first example, both radio buttons correspond to the same input field. In the second example, each radio button corresponds to an individual input field.

▶ To define the corresponding input field for a radio button control

1. In the dialog, double-click the radio button control.

This corresponds to selecting the control and then choosing **Control Properties** from the **Extended** menu or context menu.

The Radio Button and Check Box Properties dialog box appears.



2. Specify all required information on the Field Identification, Display Styles and Mouse pages as described in *Defining the Control Properties* in the documentation *Defining the Rules Using the SDK*.

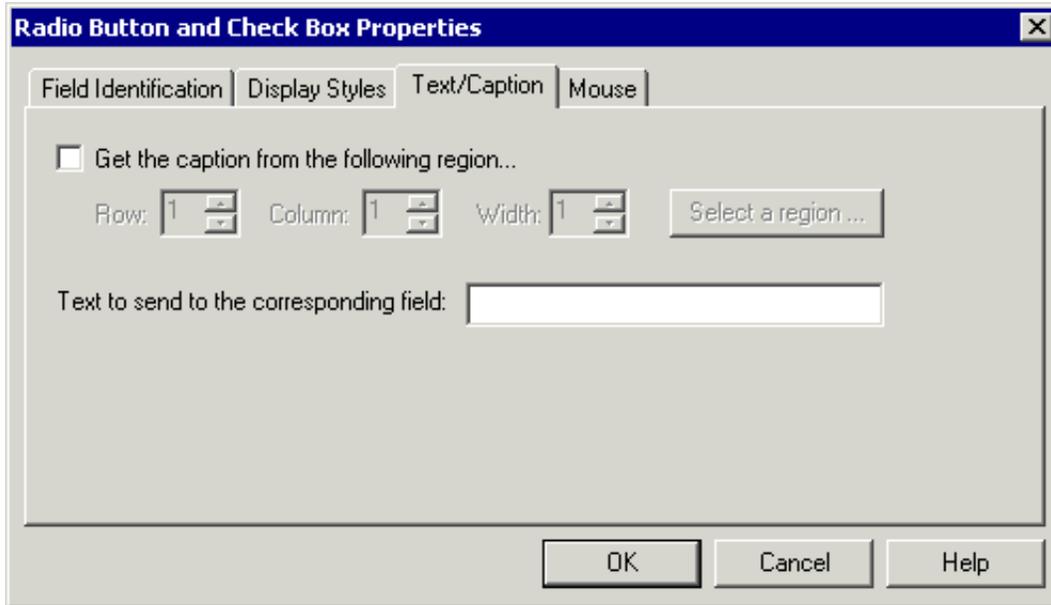
The Text/Caption page is described below.

The options **Link the control to the following region** and **Trim whitespace characters from the string** (on the Display Styles page) do not apply to radio buttons and are therefore not available.

3. Choose the **OK** button.

Defining the Label and the Value

After you have defined the corresponding input field, you have to define further information on the Text/Caption page.



Get the caption from the following region

When this check box is selected, you can define the region in the screen which contains the string that is to be used as the caption (label) of the control.

Make sure that the resource file that is to be used as a template is shown in the scope window and then choose the **Select a region** button. Use the mouse to select the region in the character screen which contains the string to be shown in the control.

The position of the selected region (row, column and width) is shown in the spin boxes. Using the spin buttons, you can manually adjust the values.

When this check box is not selected, the caption as defined in the resource editor will be used.

Text to send to the corresponding field

Specify the value that is to be sent to an input field when the user selects the corresponding radio button. If the input field initially contains the value you have defined, the radio button is shown in the "checked" state. If the input field contains another value, the radio button is shown in the "unchecked" state.

Note:

In the example that is given at the beginning of this section, the value can either be "A" or "M".