Subject: Can't set value in switch with EnableValue
Posted by indiocolifa on Mon, 03 Mar 2008 18:09:00 GMT
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I'm trying to set a switch option from a database which stores an string (which is the value for the switch as I set them first).

This is the code:

```
UserEditWindow::UserEditWindow(String sel)
{
 CtrlLayout(*this, sel == "" ? "Nuevo Usuario" : "Editar Usuario " + sel);

 pwd.Password(true);
 optUserClass.Set(0, "ROOT", "Root (Administrador, privilegios totales)");
 optUserClass.Set(1, "FULL", "Full (Usuario completo, puede realizar altas)");
 optUserClass.Set(2, "CONSULTA", "Consulta (Restringido a realizar consultas)");

 if (sel == "")
 {
  editing = false;
  optUserClass.EnableValue("ROOT");
 }
 else
 {
  editing = true;

  // llenar campos

  Sql sql((*(G_STATE->GetPsqlSession())));
  loginName = sel;
  realName.SetData(sql % Select(NOMBRE).From(OPERADOR).Where(LOGIN == sel));
  pwd.SetData(sql % Select(PASSWORD).From(OPERADOR).Where(LOGIN == sel));
  optUserClass.EnableValue(sql % Select(CLASE).From(OPERADOR).Where(LOGIN == sel));
 }

 // registra callbacks

 btnCancel.WhenAction = THISBACK(Close);
 btnOk.WhenAction = THISBACK(Save);
}
```

The line:

```
optUserClass.EnableValue(sql % Select(CLASE).From(OPERADOR).Where(LOGIN == sel));
```

it's where where the data is retrieved from the DB to set the switch value (and I retrieve the correct data, strings such as ROOT,FULL,CONSULTA are taken OK from the DB table).

I don't know why this does not work, since i'm setting the related values-text at first.

Thx for your help.
