The MaxGUI Beginner Tutorial Series - Tutorial 10: ComboBoxes
(c) Assari Dec 26 2005

In this tutorial we are going to look at ComboBoxes, a very similar gadget to Listboxes, which
we had covered rather extensively in the three previous tutorials.

Lets take a look at a simple ComboBox:-

```
SuperStrict

Local MyWindow:TGadget=CreateWindow("ComboBox Example", 200,200,320,240)
Local ComboBox:TGadget=CreateComboBox(10,10,200,100,MyWindow)

AddGadgetItem  ComboBox,"First Item"
AddGadgetItem  ComboBox,"Second Item"

Repeat
  WaitEvent()
  Select EventID()
  Case EVENT_WINDOWCLOSE
    End
   End Select
Forever
```
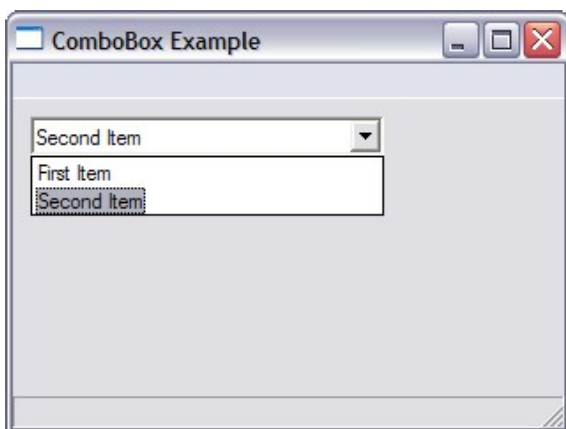
ComboBoxes requires the user to click on the downarrow button to activate the drop down.
 This is of course cheaper on screen real estate.
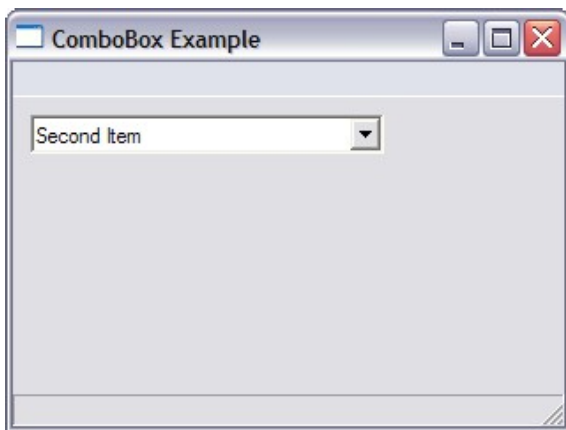

We can also set a default item as follows:-

```
SuperStrict

Local MyWindow:TGadget=CreateWindow("ComboBox Example", 200,200,320,240)
Local ComboBox:TGadget=CreateComboBox(10,10,200,100,MyWindow)

AddGadgetItem  ComboBox,"First Item"
AddGadgetItem  ComboBox,"Second Item"
SelectGadgetItem   ComboBox,1

Repeat
  WaitEvent()
  Select EventID()
  Case EVENT_WINDOWCLOSE
    End
   End Select
Forever
```

As we can see from the picture below, the Second Item text appears in the ComboBox ready to be selected.

Just like ListBoxes, we can use the **SelectedGadgetItem** to retrieve the index and **GadgetItemText** to retrieve the element itself. Let us see an example of these functions in action

```
SuperStrict

Local MyWindow:TGadget=CreateWindow("ComboBox Example", 200,200,320,240)
Local ComboBox:TGadget=CreateComboBox(10,10,200,100,MyWindow)

For Local i:Int=1000 To 1050
  AddGadgetItem ComboBox,i
Next
Local s:String

Repeat
  WaitEvent()
  Select EventID()
  Case EVENT_WINDOWCLOSE
    End
  Case EVENT_GADGETACTION
    s=GadgetItemText(ComboBox,SelectedGadgetItem(ComboBox))
    SetStatusText MyWindow, "index="SelectedGadgetItem(ComboBox) + ":item=" + s
   End Select
Forever
```

As we can see below, the selected item is displayed by the above **SetStatusText** function on the status bar. Note that the above program is very similar to an earlier example in Tutorial 8 using listboxes instead of comboboxes. A lot of the functions which apply to Listboxes also apply to Comboboxes as well.
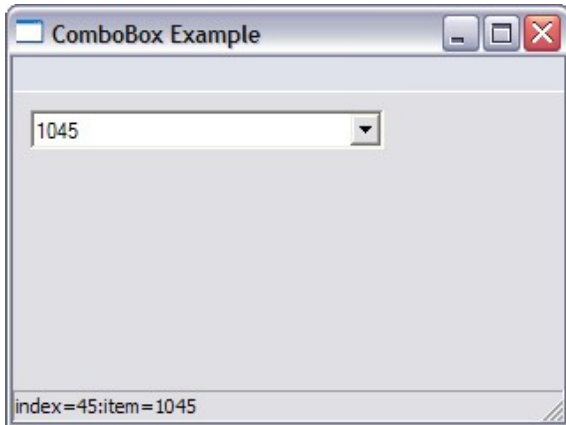
Summary

This has been a short tutorial, simply because we have covered all the functions that can be used to manipulate a combobox in the previous listbox tutorials.

To recap what we have learnt so far

- ComboBoxes can be created using the **CreateComboBox** function
- Gadget functions used for listboxes also works in similar manner for ComboBoxes
- Icons can also be added to items using the **LoadIconStrip** and **SetGadgetIconStrip** functions similar to listboxes.

So thats ends our tutorial for now. Back to Tutorial [Index](#).