Toggling a Value

Now we add a custom command to the card script that allows the user to toggle a value between negative and positive.

When the user presses the **toggle** button, if the value in the calculator display is positive it will change to negative. If the value is negative, then it will change to positive.

Again, we store the current value that is being displayed in a local, temporary variable. We then perform the calculation that changes the sign of the value and update the display in one line.

```
command togglePressed

  local tCurrentValue

  put field "display" into tCurrentValue

  put tCurrentValue * -1 into field
"display"

end togglePressed
```

Key LiveCode Concept

* - Use the * (times) operator to multiple one number by another.

number1 * number2

number1 - any number or expression that evaluates to a number

number2 - any number or expression that evaluates to a number

An expression that evaluates to a number could be a variable, such as we use in the **percentPressed** command.

For example:

put 6*3 into tNum

The value of **tNum** will be 18.

The togglePressed Command

Now we add a **mouseUp** handler to the script of button **toggle**, so that when the user clicks on the **toggle** button the command **togglePressed** is called.

Switch to run mode, and see how it works!

on mouseUp

   togglePressed

end mouseUp

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