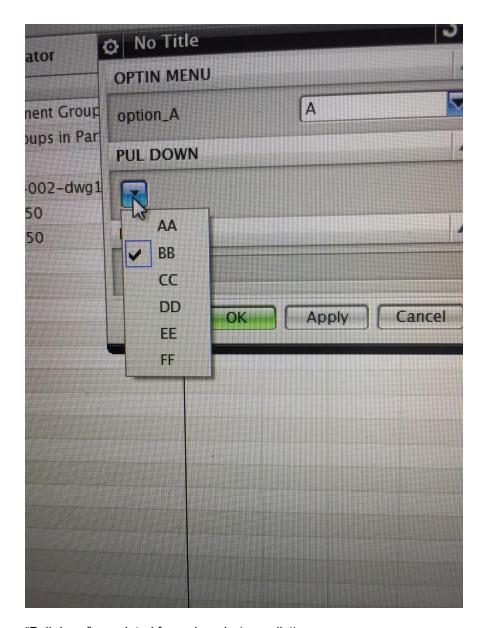


"Option menu" populated from vb code (array list)

(Values in *.dlx file just empty)

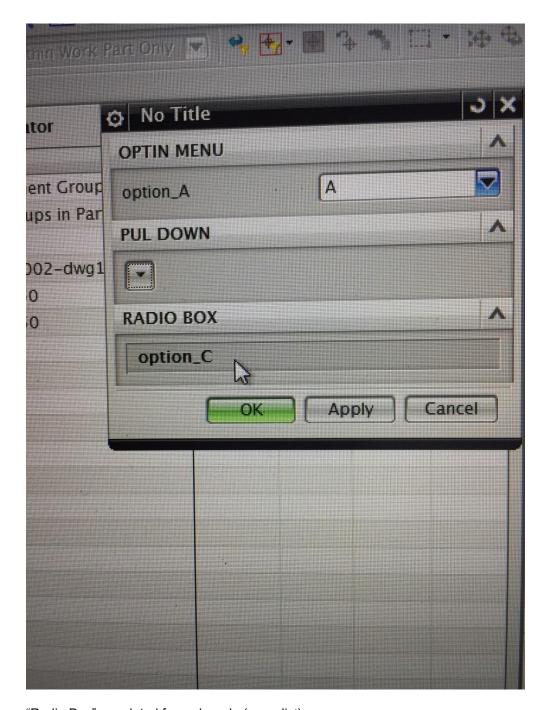
Works as expected



"Pull down" populated from vb code (array list)

(Values in *.dlx file just empty)

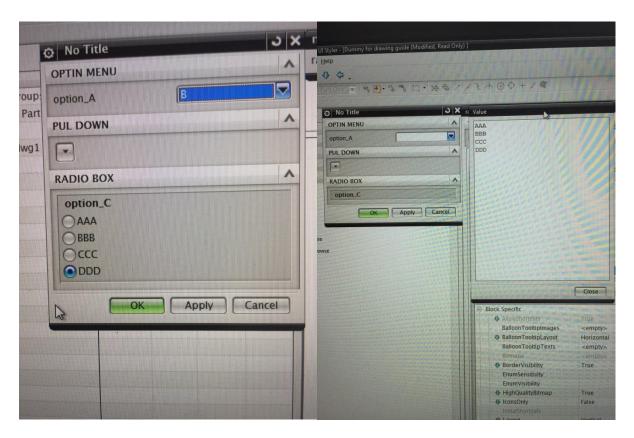
Works as expected



"Radio Box" populated from vb code (array list)

(Values in *.dlx file just empty)

Does not works as expected.....because no options present



"Radio Box" populated from inside *.dlx file

Now it works – but seems to be necessary to put the options inside the *.dlx, if option should be available in dialog...

I can live with this – but could be nice – if Radio Box's would be treated as Option menu or Pull down

```
'Dim startvalue As Integer
                Dim option_A As ArrayList = New ArrayList()
option_A.Add("A")
                option_A.Add("B")
                option_A.Add("C")
                 option_A.Add("D")
                option_A.Add("E")
                 Dim option_B As ArrayList = New ArrayList()
                 option_B.Add("AA")
                 option_B.Add("BB")
                option_B.Add("CC")
                option_B.Add("DD")
                option_B.Add("EE")
                option_B.Add("FF")
                Dim option_C As ArrayList = New ArrayList()
option_C.Add("AAA")
                option_C.Add("BBB")
                option_C.Add("CCC")
                option_C.Add("DDD")
                run Set Enum Func (option\_1\_attribute, option\_A, enum 0) \\ '1.Parameter=Attribute Variable, 2.Parameter=Attribute Variable, 3.Parameter=Enum (menu) \\ Variable, 3.Parameter=Enum (menu) \\ Variable, 3.Parameter=Attribute, option\_A, enum 0) \\ '1.Parameter=Attribute Variable, 3.Parameter=Attribute Variable, 3.Parameter=Attr
               runSetEnumFunc(option_2_attribute, option_B, enum01) '1.Parameter=AttributeVariable, 2.Parameter=ArrayListVariable, 3.Parameter=Enum(menu)Variable
                runSetEnumFunc(option 3 attribute, option C, enum02) 1. Parameter=AttributeVariable, 2. Parameter=ArrayListVariable, 3. Parameter=Enum(menu)Variable
```

```
Public Function runSetEnumFunc(ByVal input_attr As String, ByVal inputArray As Arraylist, ByVal EnumVariant As NXOpen.BlockStyler.UlBlock) 'seger efter allerede sat attribute fra part, og sætter i menu,s Dim utbe As UFSession = UFSession.GetUFSession()
Dim the PartAttr As Nopen.Tag = NXOpen.Tag Nxull uts.Astr.Astr.PartAttribute(thePartAttr)

If thePartAttr <> Tag, Null Then 'seger efter eksisterende partattribute, hvis den findes, søges værdiens indeks nr ,til brug ved Enum menu
Dim type As intag = UFSonstants.UF_ATTR_eny
Dim title As String = input_attr
Dim realtype As intag = 0 or Tag Nyoby teller
Dim realtype As intag = 0 'array body tæller
Dim indeks As intager = 0 'array body tæller
Dim indeks As intager = 0 'array indeks tæller

ufs.Attr.FindAttribute(thePartAttr, type, title, realtype)
If realtype <> 0 Timen
retr_existing = thesession.Parts.Work.GetStringAttribute(input_attr)

Fortaller = 0 To inputArray.count - 1 'loop søger efter attribute værdi , output "startvalue" = indeksplads i arraylist
If retr_existing = (inputArray.count - 1 'loop søger efter attribute værdi , output "startvalue" = indeksplads i arraylist
If retr_existing = (inputArray.tem(indeks)) Then
startvalue = indeks
End If

ToList = CType(inputArray.ToArray(GetType(String)), String()) 'indiæser arraylist til ny string array, indeks sættes automatisk til brug i Enum Visning(menu)

EnumVariant. GetProperties().SetEnumWenbers("Value", taltvalue) 'finder eksisterende attr værdi og sætter i ENUM_menu
EnumVariant.GetProperties().SetEnumWenbers("Value", startvalue) 'finder eksisterende attr værdi og sætter i ENUM_menu
EnumVariant.GetProperties().SetEnumWenbers("Value", startvalue) 'finder eksisterende attr værdi og sætter i ENUM_menu
EnumVariant.GetProperties().SetEnumWenbers("Value", startvalue) 'finder eksisterende attr værdi og sætter i ENUM_menu
```

Code snippet from my testing vb code...

Arraylist's is used to populate menu's in dialog....

In this case - program just set 3 partattributes – when program is executed again, it reads the already existing attributevalue's and the dialog should display these value's...