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Thread: [Builder \(Use Boolean in builder\)](#)

Drug ballad - September 15, 2012, 12:23 am

So im gone show you today how to use boolean in builder,

im gone assum you got your project ready and fixed otherwise you can find a source, Or Build Ur own from start

boolean is very simple to make in a builder + stub

First Lets Go To Are Builder

So Go To Your From1 or as many rename it frmmain.vb ((Press F7 or right click and press view code))

Now You Can Fix a boolean

Under Public Class From1 Type Something like this

Code Dim ThisIsBoolean As BooleanIt shuld look something like this

Okay now, now were gone explain for VB what ThisIsBoolean is gone be (Like Checkbox1.checked)

in the code of your build button right under button1_click

Type

Code ThisIsBoolean = CheckboxWho.checked

Its Shuld Look Something like this

Now im using a radiobutton but since its a boolean that works fine to use to

But ofc your gone change checkboxwho.checked to the checkbox you want it to copy / read

Now Scroll down this you see fileclose("Number")

Now Under that type

Code If NewRadio1.Checked = True Then

 ThisIsBoolean = True

Else : ThisIsBoolean = False

End IfNow ofc your gone use ur boolean button / Checkbox / Radiobutton or any other boolean used component

Now Scroll Down Even little more till you see

FilePut("Number,.....")

Now Here were gone add another thing

and it shuld look something like this if you already got a source

Code FilePut(1, stub & FileSplit & text1 & FileSplit & text2 & FileSplit & text3 & FileSplit & armedos & FileSplit & udp & FileSplit & ssyn & FileSplit)Now i took this from my source

But You wanna put

Code FilePut(1, stub & FileSplit & thisisboolean & FileSplit)

Now To The Stub

Under public class form1 your gone put
Dim Something(), thisisboolean as string

Something also most people name it to options
anyway now thats fixed were gone scroll down in are source
Till you see form1_load or frmmain_load or whatever
Under
fileopen(-----)
Type

[code]thisisboolean = space(LOF(1))Under that type
Code fileget(1, thisisboolean)Now Under fileclose and prob under Something = split(....., Filesplit)
Type
checkbox1.checked = something(1)
Now ofc you need to add a checkbox in the stub so do that and do this :)
Now Simply Under all that code type a function you want it to do if its checked like

Code If (checkbox1.Checked = True) Then

 msgbox("Skiddles")
end if
This is my first tutorial kinda please dont hate im just trying to help ;(

And please dark_nodles or whatever dont comment here

This is only how to add a boolean to a builder its not how to fully build a builder

mapleanton - September 15, 2012, 1:00 am

What I'm always doing is converting the boolean to an integer (0/1)
And giving the boolean back its value

Code Dim mayboolean as boolean = True
Dim lol as string = Convert.ToInt16(mayboolean) 'lol = 1
Dim anotherboolean = lol 'anotherboolean = 1

Drug ballad - September 15, 2012, 1:04 am

(Sep 15, 2012 01:00 AM)mapleanton Wrote: [\[CITE\]](#) What I'm always doing is converting the boolean to an integer (0/1)
And giving the boolean back its value

Code Dim mayboolean as boolean = True
Dim lol as string = Convert.ToInt16(mayboolean) 'lol = 1
Dim anotherboolean = lol 'anotherboolean = 1
Im using this your using that,
as long as everything works its good

tweety - September 15, 2012, 2:12 am

Why not just use codedom? This method shouldn't be used anymore.