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Subject: Re: Pointer on Labels defined in lay.h  
Posted by [Oblivion](#) on Sat, 22 Feb 2014 14:34:19 GMT  
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Hello Yeti,

If I understand you correctly, you want to manipulate the ctrls created within layout editor, right?

This is quite easy. When you create, say, a label or a button, or whatever ctrl you like in layout editor, first you should give it a name in the layout editor. Then use it like ordinary ctrls in your code.

For example in the below screenshot I named it "mylabel". When I want to change its text, I simply call "mylabel.SetText("foo");" in code. That's all.

I suggest you reading the examples and reference code in UPP source. They are usually self explanatory and will save your time a lot.

Regards.

### File Attachments

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1) [screenshot1.jpg](#), downloaded 435 times

Type	Var / lbl
EditString	search
DropList	filter
ArrayCtrl	list
Label	mylabel

  

Label ▼ mylabel

**SetLabel** ...

Show:

**SetAlign** ALIGN\_RIGHT ▼

**SetFont** StdFont()

**SetInk** ■ Black

**SetFrame** NullFrame() ▼