
Subject: Re: How to combine two widget-class in the topwindow

Posted by [forlano](#) on Sat, 01 Apr 2006 17:56:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hello,

One more question...

I'm working with the designer, then copy and past the code as Fudadmin pointed out. It seems easy. Now I have many labels. They are all passive and show some text. I would like to declare just one label widget like this:

```
Label label;
```

and the use 'label' everywhere (I used to do so with another GUI in C). So I believed that the following code:

```
label.SetLabel(t_("Label 1"));
label.SetAlign(ALIGN_CENTER);
label.LeftPosZ(236, 48);
label.TopPosZ(96, 19);
Add(label);
```

```
label.SetLabel(t_("Label 2"));
label.SetAlign(ALIGN_CENTER);
label.LeftPosZ(136, 48);
label.TopPosZ(46, 49);
Add(label);
```

could show two labels. Instead seems that 'Label 2' override the first one. So at the end I see only 1, the last.

This means that I have to use two separate variables (object):

```
Label label, label1;
label.SetLabel(t_("Label 1"));
label.SetAlign(ALIGN_CENTER);
label.LeftPosZ(236, 48);
label.TopPosZ(96, 19);
Add(label);
```

```
label1.SetLabel(t_("Label 2"));
label1.SetAlign(ALIGN_CENTER);
label1.LeftPosZ(136, 48);
label1.TopPosZ(46, 49);
Add(label1);
```

and both appear. I would like to know if there is some trick to use the same object or I must in any case declare each object I use.

Thank you
Luigi
