## Subject: How to reference value of an item on a layout?
Posted by silverx on Wed, 25 May 2011 18:09:20 GMT

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I have tried lots of ways to reference or get the value of an input item on a layout. All seem to get an error.

I even tried what was on the video example of (int)~layoutname.fieldname, and still get errors.

Tried funcmid::funcmid.inStart.GetData();
where funcmid is the layout name. I have tried without the second funcmid, so it was just funcmid.inStart.GetData(); and still errors.

How does one reference or get the value of an input field?

Also how does one change the text on a label for an label on a layout?

All I get is errors about it.

There has to be an easy way to do this?

I have gotten buttons to perform an action when pushed, but haven't been able to change the text label on the button either.

David