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Subject: Re: How to reference value of an item on a layout?

Posted by [Oblivion](#) on Wed, 25 May 2011 19:06:48 GMT

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silverx wrote on Wed, 25 May 2011 21:09I 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

Hi,

It is fairly easy. you don't have to perform any extra steps. Any widget can be accessed by their names, and they act just like regular U++ widgets.

I attached a very simple U++ example which demonstrates how to modify button labels on the fly and shows how to pass the content of an EditField to a static text box .

Regards.

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### File Attachments

1) [LayoutTest.zip](#), downloaded 288 times

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