
Subject: [HELP] Getting and setting values to EditInt
Posted by [thiago__costa](#) on Wed, 06 Jun 2012 18:45:57 GMT
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Hello people, this is my first topic here.
I'm new to U++, this framework is simply awesome!
I'm making a simple Lottery number checker

I have a `WithConfigLayout<TopWindow> d;`
This window is for setting an array `int result[6]` that stores the values for comparison with user input.
I have 6 `EditInt(result_1 to result_6)`, to store the value from `result_1` in `result[0]` I'm doing this:
`result[0] = ~d.result_1;`
But I want to do this within a for loop, how can I do this?

I need a way to to perform something like this:
`for (int i = 0; i < 6; i++)`
`{`
 `result[i] = ~d.result_(somehow I need to put i + 1 here);`
`}`
There is a way to do this ?

Thanks for attention, hope anybody can help me.
