Subject: Re: Changing EditFields from header files Posted by nlneilson on Thu, 29 Nov 2012 18:45:27 GMT

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Thanks navi for the response

Quote:you need to read up on C++ scope of variables and specially class scope.

Yes I do. I have C++ Language Tutorial from cplusplus.com If you know something better let me know.

Quote:its nothing to do with U++

How U++ handles EditFields may be different from M\$VC, which I don't know very well either.

My post apparently was not as clear as it should have been but this may relate to it: Quote:if data need to be set from outside the class you have to implement a interface for that. usually through a public function like void Set 11(int a){ t1<=a; }

With this is 114 b if it can be called from

With this in H1.h if it can be called from H2.h it may work.

In java with H1 h1 = new H1(String); then in H2 it would just be h1.t1<<= "2 OK";

I tried to make t1 global but that did not work.

How you modified the code: in H1.h void Set_t1(int a){ t1<<=a; } in H2.h instead of return AsString("2 OK"); maybe have H1.h void Set_t1(String a){ t1<<=a; } H2.h if (a > b) Set_t1("2 OK");

but get this error

H2.h(16): error C3861: 'Set t1': identifier not found

but in H1.h it is under public:

To clarify this is in GPS receiver code in a separate thread so there will be no 'return' but up to five EditFields will be changed but it needs to be done in that thread.

I cleaned up the code.

The t1 or the Set_t1(...) needs to be accessed in H2.h

File Attachments 1) Test2.zip, downloaded 268 times