
Subject: Re: Changing EditFields from header files
Posted by [nneilson](#) 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_t1(int a){ t1<=a; }
```

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 281 times
