
Subject: Re: Changing EditFields from header files
Posted by [navi](#) on Thu, 29 Nov 2012 19:34:06 GMT
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[quote title=nlneilson wrote on Thu, 29 November 2012

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:

[/quote]

its not a valid scope to call Set_t1() this way. Set_t1 is in H1 Class scope so you need to call it using a object such as my_h1.Set_1();
but your H1 object is bound in main function and not accessible from global scope, since its only exist inside the main function.

// in h1.h file

```
struct H1 : public WithTest2Layout<TopWindow> {
```

```
public:
```

```
typedef H1 CLASSNAME;
```

```
H1();
```

```
void AddNum(int a, int b){
```

```
    if(a>=b)
```

```
        t1<="1 OK";
```

```
}
```

```
    void AddNum2(int a, int b);
```

```
    void Set_t1(String a) {t1<=&a;}
```

```
};
```

// in h2.h file

```
#include "h1.h"
```

```
// it is now valid to call Set_t1 as AddNum2 is now also in the
```

```
// same class scope.
```

```
void H1::AddNum2(int a, int b){
```

```
    if ( a > b )
```

```
    // t1<="2 OK";
```

```
    Set_t1("2 OK");
```

}