Subject: Re: Changing EditFields from header files
Posted by nlneilson on Fri, 30 Nov 2012 11:31:42 GMT
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I appreciate your time explaining this but I am confused.
I just get errors.
Passing arguments and changing a global is one thing.

I made Test4 and simplified the code.
No C++ variables are passed or returned except the String that will be placed in the EditField t1.

H2.h has this, removing any of the // lines just throws errors.
//H1 c;
void Try2(){
//  t1<<="2 OK";
//  c.Set_t1("H2 OK");
  ;
}

t1 is the U++ name for the U++ EditField

Could you modify the code so it works?
Comments in the code would be appreciated.

Then maybe I can understand.

File Attachments
1) Test4.zip, downloaded 282 times