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Subject: Re: Changing EditFields from header files  
Posted by [nneilson](#) 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.

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### File Attachments

1) [Test4.zip](#), downloaded 242 times

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