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 266 times