Subject: Re: Upp GUI size in Win and Ubuntu
Posted by Sender Ghost on Sun, 23 Jun 2013 09:52:01 GMT
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nlneilson wrote on Sat, 22 June 2013 22:24This question is not concerning size but whether the text in a label can be changed. Label 11 is originally " Point 1" with:
 l1.SetLabel(t_(" Point 1")).SetFont(StdFont(11));

Could the text be changed to " Something" in an if block with:
 l1.SetLabel(t_(" Something")).SetFont(StdFont(11));
without changing the Label to EditField?
You already wrote the code to do this:

bool check = true;

Label l1;
l1.SetFont(StdFont(11));
// l1.SetLabel(t_(check ? " Point 1" : " Something"));
// or as external function, void ChangeLabel(bool check = true):
if (check)
 l1.SetLabel(t_(" Point 1"));
else
 l1.SetLabel(t_(" Something"));