
Subject: Re: Upp GUI size in Win and Ubuntu
Posted by [nneilson](#) on Sun, 23 Jun 2013 20:34:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thanks Sender Ghost

Got it to work. Using the Labels as set up within the dlg.lay:
ITEM(Label, dv___6, SetLabel(t_(" Point 1")).SetFont(StdFontZ(11)).LeftPosZ(0,
44).VSizePosZ(0, 67))
Then in the Upp app:
dv___6.SetLabel(t_(" Something"));

In Win I have not had to switch to doing the GUI setup directly with:
Label I1, I2, I3, I4, I5;

It's good to know the Labels text can be changed and with both designations of the Labels.

The link you had to the 'U++ framework' or API can that be downloaded or is there plans to have it so it can be downloaded for offline use?