
Subject: Re: Pointer on Labels defined in lay.h
Posted by [Oblivion](#) on Sat, 22 Feb 2014 14:34:19 GMT
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Hello Yeti,

If I understand you correctly, you want to manipulate the ctrls created within layout editor, right?

This is quite easy. When you create, say, a label or a button, or whatever ctrl you like in layout editor, first you should give it a name in the layout editor. Then use it like ordinary ctrls in your code.

For example in the below screenshot I named it "mylabel". When I want to change its text, I simply call "mylabel.SetText("foo");" in code. That's all.

I suggest you reading the examples and reference code in UPP source. They are usually self explanatory and will save your time a lot.

Regards.

File Attachments

1) [screenshot1.jpg](#), downloaded 319 times
