
Subject: Re: Another String error solved, maybe.
Posted by [deep](#) on Sun, 04 Sep 2016 15:30:17 GMT
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Hi Neilson,

Try following.

```
#include <CtrlLib/CtrlLib.h>
```

```
using namespace Upp;
```

```
struct App : public TopWindow
{
    EditField infile,outfile,basefile;
    String In,Out,Base;

    App();
};
```

```
App::App()
{
    infile.SetText("In File");
    outfile.SetText("Out File");
    basefile.SetText("Base File");

    Add(infile.TopPos(4,20).HSizePos());
    Add(outfile.TopPos(28,20).HSizePos());
    Add(basefile.TopPos(52,20).HSizePos());
```

```
Title("Test EditField").Sizeable().Zoomable();
```

```
In = ~infile ;
Out = ~outfile ;
Base = ~basefile ;
```

```
DUMP(In);
DUMP(Out);
DUMP(Base);
}
```

```
GUI_APP_MAIN
{
    App app;
    app.SetRect(100,100,300,200);
    app.Run();
}
```

```
}
```

This will give error. Will not compile.
In = infile ;
