

---

Subject: Re: Another String error solved, maybe.  
Posted by [deep](#) on Sun, 04 Sep 2016 15:30:17 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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 ;

---