Subject: how alter name of EditField ?
Posted by BetoValle on Tue, 22 Feb 2022 00:46:05 GMT
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Hi,
Instead of creating the editfield in the editor, if I wanted to do this at runtime (or dynamically), I would set
EditField myfield
So my question is: for umnome to receive the name identifier "code" what property/method do I have to call?
analogous to a myfield.SetName ="code" or myfield.SetId="code"

How do I name my myfield field?

my goal is that this field created at runtime, along with the fields I create in the layout editor, it can be identified in the routine below:

```
for(Ctrl *q = x; q; q = q->GetNext()){
        if(dynamic_cast<EditField *>(q)) {
           String id = q->GetLayoutId();
           String sv = q->GetData().ToString();
----->   if( id.IsEqual("myfieldcreateddinamically")  )
             doSomething();
        }
      }
```

Thanks!