
Subject: Re: Just want to set the text of window
Posted by [Oblivion](#) on Mon, 11 Jul 2022 07:30:05 GMT
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Hello mrk10000, and welcome to the U++ forums!

The example below demonstrates the setting and getting of a window title. It should swap the button and window title.

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

using namespace Upp;

struct MyApp : TopWindow {
    TabCtrl tabs;
    ParentCtrl pctrl;
    Button bt;
    MyApp()
    {
        Sizeable().Zoomable().CenterScreen().SetRect(0, 0, 640, 480);
        Title("Window Title"); // Sets the window title.
        tabs.Add(pctrl.SizePos(), "Tab1");
        pctrl.Add(bt.SetLabel("Change Title (and button label)").HCenterPos(400).VCenterPos(100));
        Add(tabs.SizePos());
        bt << [=] {
            auto *w = GetTopWindow();
            if(w) {
                String s = w->GetTitle().ToString(); // Get top window's title
                w->Title(bt.GetLabel()); // set the top window's title
                bt.SetLabel(s); //swap the label with the current window title.
            }
        };
    }
};

GUI_APP_MAIN
{
    MyApp().Run();
}
```

Best regards,
Oblivion
