Subject: how alter name of EditField ?
Posted by BetoValle on Tue, 22 Feb 2022 00:46:05 GMT

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!

Subject: Re: how alter name of EditField ?
Posted by BetoValle on Tue, 22 Feb 2022 00:53:55 GMT

I found:

    EditField myfield; (dynamically)

    ---> myfield.LayoutId("codigo");

(sorry/ Thanks!)