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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("myfieldcreateddinamico") )
            doSomething();
    }
}
```

Thanks!

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Subject: Re: how alter name of EditField ?

Posted by [BetoValle](#) on Tue, 22 Feb 2022 00:53:55 GMT

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I found:

```
EditField myfield; (dynamically)
```

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

(sorry/ Thanks!)

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