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Subject: Just want to set the text of window  
Posted by [mrk10000](#) on Mon, 11 Jul 2022 01:14:35 GMT  
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Why i cannot just set the windows text, it throws an exception, i have tried TopWindow->GetTitle, i look for examples but there is not one having child calling parent GetTitle or SetTitle

```
String tmp(this->GetTopWindow()->GetTitle().ToString() );  
LOG(tmp);
```

The current layout was added to a parent TabCtrl with .Add

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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

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