
Subject: How to reference value of an item on a layout?

Posted by [silverx](#) on Wed, 25 May 2011 18:09:20 GMT

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I have tried lots of ways to reference or get the value of an input item on a layout. All seem to get an error.

I even tried what was on the video example of (int)~layoutname.fieldname, and still get errors.

Tried funcmid::funcmid.inStart.GetData();
where funcmid is the layout name. I have tried without the second funcmid, so it was just funcmid.inStart.GetData(); and still errors.

How does one reference or get the value of an input field?

Also how does one change the text on a label for an label on a layout?

All I get is errors about it.

There has to be an easy way to do this?

I have gotten buttons to perform an action when pushed, but haven't been able to change the text label on the button either.

David

Subject: Re: How to reference value of an item on a layout?

Posted by [Oblivion](#) on Wed, 25 May 2011 19:06:48 GMT

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silverx wrote on Wed, 25 May 2011 21:09I have tried lots of ways to reference or get the value of an input item on a layout. All seem to get an error.

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David

Hi,
It is fairly easy. you don't have to perform any extra steps. Any widget can be accessed by their names, and they act just like regular U++ widgets.

I attached a very simple U++ example which demonstrates how to modify button labels on the fly and shows how to pass the content of an EditField to a static text box .

Regards.

File Attachments

1) [LayoutTest.zip](#), downloaded 288 times

Subject: Re: How to reference value of an item on a layout?

Posted by [silverx](#) on Wed, 25 May 2011 19:17:49 GMT

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I tried it. Nothing happened.

Also I want to use the data in a function and put into a variable to pass onto another function to do things based upon input.

I wish this would work, but as I said nothing happened when I put it something in the text box, and hit the button.

David

Subject: Re: How to reference value of an item on a layout?

Posted by [Oblivion](#) on Wed, 25 May 2011 19:29:11 GMT

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[silverx](#) wrote on Wed, 25 May 2011 22:17: I tried it. Nothing happened.

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I wish this would work, but as I said nothing happened when I put it something in the text box, and hit the button.

David

That's interesting, can you compile and run the examples provided with U++ without any errors?

Can you upload a simple testcase which does not work for you, so that I can check it on my configuration?

Regards.

Subject: Re: How to reference value of an item on a layout?

Posted by [silverx](#) on Wed, 25 May 2011 20:05:05 GMT

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You did point me in the right direction. While your example didn't work, it did help me on getting it to work.

I have attached my example of a function for getting part of a string. It now works in windows vista.

I am thinking of writing a book on U++ for other, to be published in America. Which I sure would help U++ to get more noticed by others. Not sure what all it takes from U++ to do this I.E. permission to do this, or if anyone would like to help on it.

I am new to C++, and use windows for GUI. I do know some unix but command code only.

I come from a background of programming in VB 6, and mostly web back ground. But VB 6, will not do what I need done for a program, and I am not sure what if Microsoft programming will do what need.

David

File Attachments

1) [funcmid.zip](#), downloaded 279 times

Subject: Re: How to reference value of an item on a layout?

Posted by [Oblivion](#) on Wed, 25 May 2011 20:35:53 GMT

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David

Ok, I've tried your example, and congratulations, you have a working, cross-platform U++ example (I've tested it on Kubuntu 11.04/Linux).

I'm sure that people will be eager to help you writing a book on U++, since it is a very effective, and sadly, underrated, rad tool. And the U++ community is very friendly. IMO, the weakest part of U++ is its documentation, so you should familiarize yourself with the provided examples. They will also give you some hints and tips and let you understand U++ way of coding.

Regards.
