Subject: [HELP] Getting and setting values to EditInt
Posted by thiago__costa on Wed, 06 Jun 2012 18:45:57 GMT
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Hello people, this is my first topic here.
I'm new to U++, this framework is simply awesome!
I'm making a simple Lottery number checker

I have a WithConfigLayout<TopWindow> d;
This window is for setting an array int result[6] that stores the values for comparation with user input.
I have 6 EditInt(result_1 to result_6), to store the value from result_1 in result[0] I'm doing this:
result[0] = ~d.result_1;
But I want to do this within a for loop, how can I do this?

I need a way to to perform something like this:

```
for (int i = 0; i < 6; i++)
{
  result[i] = ~d.result_(somehow I need to put i + 1 here);
}
```

There is a way to do this ?

Thanks for attention, hope anybody can help me.

Subject: Re: [HELP] Getting and setting values to EditInt
Posted by BioBytes on Wed, 06 Jun 2012 19:59:58 GMT
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Hi Thiago_Costa,

Welcome to U++ forum. For new comers to U++, please note that a Newbie corner category is designed for beginners with Ultimate development tool.

Otherwise I suggest you store the 6 numbers in an Array:

```
Array<int> lotoNumbers;
```

I prefer it to Tab[]

after that you could use the following code:

```
for(int i=0;i<6;i++)
  switch(i)
  {
```

```
    case 0 : edit1<<=lotoNumbers.At(O);
             break;

    case 1 : edit2<<= lotoNumbers.At(1);
             break;

    case 2 : edit3<<= lotoNumbers.At(2);
             break;

    case 3 : edit4<<= lotoNumbers.At(3);
             break;

    case 4 : edit5<<= lotoNumbers.At(4);
             break;

    case 5 : edit6<<= lotoNumbers.At(5);
             break;
  }
```

I am not sure that is exactly you are seeking for but try it and let me know.

Cheers

_____

Biobytes

Subject: Re: [HELP] Getting and setting values to EditInt
Posted by mirek on Fri, 08 Jun 2012 17:35:36 GMT
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thiago__costa wrote on Wed, 06 June 2012 14:45Hello people, this is my first topic here.
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Thanks for attention, hope anybody can help me.

Actually, yes. In layout designer, simply name fields "result[0]", "result[1]" etc.. In that case, you cannot use type name in layout ("EditInt"); means you will only see rectangles in designer.

In such situation, including layout will not place those members into dialog struct, but it will place them at correct positions. All you need to do now is to add them manually, like

```
struct MyDialog : MyLayout<TopWindow> {
   EditInt result[6];

   MyDialog() { CtrlLayout(*this); ... }
};
```

CtrlLayout here will pick your definition of result and will place it accordingly.
