
Subject: Re: Using value from EditInt
Posted by [forlano](#) on Sun, 30 Apr 2006 21:52:04 GMT
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BenP wrote on Sun, 30 April 2006 21:15Hi,
I have tried the following but with no success
`d.TicketLookupBtn <<= THISBACK1(EditTicket, d.TicketLookupBox);`

How do I use what is in the edit box and pass it to my function?

To get the data associated with the widget myWidget you can use the operator '~'. For example `a = ~myWidget` as showed above.

When you need to set some value use the operator '<<='. For example:

```
myWidget <<= data;
```

In your case I think you can use

```
d.TicketLookupBtn <<= THISBACK1(EditTicket, ~d.TicketLookupBox);
```

Let us know if you resolved the problem.

Luigi
