分類/Classification	☐ tDS ☐ tGW ☐ PETL/tET/tPET ☐ DS/PDS/PPDS ☑ TouchPAD ☐ I/O Card ☐ VXC Card ☐ VxComm ☐ Other				
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Q: Why does the Text of a Label change according to other Labels' content?

A: Supposed

1. A pointer called 'p' to a char string is assigned to the Text of a Label.
2. The message queue called 'Q' contains the information which TouchPAD uses to paint the screen.

And we know that

1. LabelTextSet changes the Text content of the Label and put a message into Q.

- The message contains information of p.
- The message contain NO information of the content of p.
- When painting the Label, TouchPAD uses p to retrieve the content of the char string as the Text of the Label.

Every time after we change the content of the Text of a Label component, TouchPAD simply put the pointer of the char string to a message queue. Since only the pointer to the char string is passed to the message queue, not the content, the content of the Text may be changed before the Label is painted as shown in the example below.

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Correct :

```
char String1[5];
char String2[5];

void BitButton6OnClick(tWidget *pWidget)
{
usprintf(String1, "Test1");
LabelTextSet(&Label4, String1);
usprintf(String2, "Test2");
LabelTextSet(&Label5, String2);
}
```

Result :

Label4 : Test1

Label5 : Test2

Wrong :

```
char String[5];


void BitButton6OnClick(tWidget *pWidget)
{ usprintf(String, "Test1");
LabelTextSet(&Label4, String);

usprintf(String, "Test2"); // This overwrite the
previous one
LabelTextSet(&Label5, String);
}
```

Result :

Label4 : Test2

Label5 : Test2

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