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Subject: How to call the methods of a class from another class

Posted by [forlano](#) on Wed, 05 Apr 2006 15:44:36 GMT

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The game is becoming hard. I need some interaction among widgets. The following problem is more general of what may appear.

The problem: in our class App we have a menu, status bar and 3 tabs. In particular the status bar has the InfoCtrl info1 that it is time begin to work (a lazy man can't see other doing nothing ).

I would like that it shows the number of the records added in the arrayctrl. So I did the following (naive) steps:

1. define a method in class App able to modify the info1 ctrl:

```
void UpdateInfo(String s) { info1 = s;}
```

It works when it is called from inside the class App (by the way, the operator <=> now doesn't work with info1, is it normal?).

2. At the end of the method AddPlayer() I have added the line:

```
App.UpdateInfo(" from tab1!");
```

3. run

... the compiler start to cry and complain as I were a criminal. Now that I was enjoining with C++ something happened. Who knows how to let the things work?

Luigi

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