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

Posted by [forlano](#) on Wed, 05 Apr 2006 19:12:43 GMT

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fudadmin wrote on Wed, 05 April 2006 19:16 And remember you interact with class instances not classes!!!

Oh my God, how criminal I am.

As 'dead things' are concerned at the end I resolved the problem!

It was necessary to move all the class definition in the top of the cpp file and sort them in a good manner (there were 4 classes, and the Murphy law say that the good permutation will be only the last one. In fact it was necessary many trials before to found the good one). When I got the solution I've understood why it was so.

Then I've defined a global class instance

App app;

and pronounce the magic word

GUI\_APP\_MAIN

```
{  
    app.Title("Menu, Tabs and Status -v1").Zoomable().Sizeable().Run();  
}
```

For today it is enough. Tomorrow I hope to do a new mistake not less interesting.

Luigi

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