Subject: Re: How to call the methods of a class from another class
Posted by fudadmin on Wed, 05 Apr 2006 19:05:17 GMT
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You can redeem half of your sinn...
To prevent the complain from compiler of "not declared" you
can use "forward declaration", that is,

class App;

by putting it above your calling class.
But this doesn't help to get the real App object(instance) and reference to it by name because it's encapsulated in main() with GUI_APP...
So, to avoid dealing with dead world you should think about alternatives...
1. Travel up (in terms of controls) with GetParent() up to TopWindow... which is not very nice
2. Travel down (in terms of your code) up to your App and use UpdateInfo from where it is declared...
3. Or think other possibilities...

P.S. I will write soon about 2. but you can try yourself.
Hint: you might need to make some objects more public...