Subject: How to program real U++ applications
Posted by koldo on Mon, 22 Mar 2010 14:55:58 GMT

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Hello all

I would like to ask you how you design professional U++ applications.

Thinking in a GUI application with a main window, how do you connect classes with main class containing main Serialize/Xmlize configuration:

- Main class is a global variable.
- You include in classes constructor as argument a pointer to main class
- You access from a subclass the main class using dynamic_cast<MainClass *>(GetParent()->GetParent()-> ... as many times as necessary.