## Subject: Re: Difficulty with Class declaration
Posted by Sender Ghost on Thu, 01 Apr 2010 10:50:41 GMT
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Yes, I explained some part of the picture, of course. This is a starting point from/to where you can define your understanding. To do self-development you can use own methodologies or more general, such as practice by example. For example, you can create Doxygen diagrams of existing C++ code or use Source Navigator NG applictaion to see cross-references, e.g. LLVM API Documentation class hierarchy, libstdc++ Source Documentation class hierarchy.

Your blueprint forms following class diagram:

So, cbpporter is right, you using multiple inheritance.

The code have another layout. For THISBACK macros callbacks you need to define functions inside class/struct with CLASSNAME typedef from where it called.

As one of variants, you can implement all of Bar generation functions inside UDMS class then link ParentCtrls events with functions inside UDMS constructor.

## File Attachments
1) UDMS.png, downloaded 1079 times