
Subject: Re: how to communicate between windows?

Posted by [mrjt](#) on Tue, 02 Nov 2010 10:29:37 GMT

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Is this a threading problem?

How about a simple event interface:

```
class EventHandler
{

private:
    static Vector<EventHandler *> clients;
public:
    typedef enum { SOME_EVENT, ANOTHER_EVENT } EventType;
public:
    EventHandler() {
        clients.Add(this);
    }

    virtual ~EventHandler() {
        for (int i = 0; i < clients.Getcount(); i++)
            if (clients[i] == this) {
                clients[i].Remove(i);
                return;
            }
    }

    static void SendEvent(EventType event, int param1)
    {
        for (int i = 0; i < clients.GetCount(); i++)
            clients[i]->HandleEvent(event, param1);
    }

    virtual void HandleEvent(EventType event, int param1) { }
};
```

Any class that inherits from EventHandler would be able to recieve global events.
