sorry i did not make it clear, since i thought it is simple.
here's my case, i have two TopWindows A & B. If user click a button in A, B shows something. If user click the other button in A, B shows something else. I need TopWindow::OpenMain(), then I donno whether it is multi-threaded. Anyway, my real case is more complicated and it IS multi-threaded and I want the code below is multi-thread compatible, too.

```
class B : public TopWindow
...

class A : public TopWindow
{
  B b;
  void shown() { b.OpenMain(); }
  Button ButA;
  Button ButB;
  void Button_A();
  void Button_B();
...

GUI_APP_MAIN
{
  A a;
  a.OpenMain();
  a.shown();
  Ctrl::EventLoop();
}
```

in Button_A() or _B(), A can tell B about which button is clicked, such as setting a flag. But how can B notice this? If i derive A & B from your EventHandler, how can I implement B's HandleEvent? This IS a threading problem. Maybe in a word, it is how to add my own procedure in TopWindow's main thread processing.
Thank you.