
Subject: Re: how to communicate between windows?
Posted by [bonami](#) on Thu, 04 Nov 2010 09:27:02 GMT
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It looks like the thing I wanted. This callback will be executed in class b's thread/execution, right?
my code generates error LNK2019: unresolved external symbol "public: void __thiscall
B::set(enum B::tp)"

```
class B: public TopWindow {
public:
    enum tp
    {
        TPA,
        TPB
    };
    void set(enum tp);
    ...
}
class A: public TopWindow {
...
private:
    B *b;
    void Button_A()
    {
        b->PostCallback(callback1(b, &B::set, B::TPA));
    }
    ...
}
```
