Posted by nlneilson on Fri, 30 Nov 2012 17:35:01 GMT

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nuvi:

in H1
   Try2(*this);

in H2
H1 a;
void Try2(H1& a){
   a.Set_t1("H2 OK");
}

That worked.

In a thread it could be:
   a.Set_t1("H2 OK");
   Sleep(1000);
   a.Set_t1("H2 OK");
   Sleep(1000);
   ...

The String in a.Set_t1("H2 OK"); would actually be a GPS NMEA sentence.
Fine except if it cannot be run in U++ Debug then it's a NoGo.


navi wrote on Thu, 29 November 2012 11:34

// in h2.h file

#include "h1.h"

// it is now valid to call Set_t1 as AddNum2 is now also in the
// same class scope.

void H1::AddNum2(int a, int b){
 if ( a > b )
//  t1<<="2 OK";
  Set_t1("2 OK");

}

I tried several variations of this.
H2.h
#include "H1.h"
void H1::Try2(){

```
    Set_t1("H2 OK");
}
```
but in H1.h
```
//#include "H2.h" // this must be commented out
```


The t1 EditField shows "H2 OK" when run in Debug.

Thanks again, I have more than 20 hours tinkering with this.

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