
Subject: Re: How to get value from parent AppWindow class?

Posted by [mirek](#) on Mon, 20 Oct 2014 15:37:11 GMT

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akebee wrote on Thu, 16 October 2014 09:58

```
struct ChildAppWindow : TopWindow {
    ChildAppWindow();
    bool IsStop();
};
```

```
bool ChildAppWindow::IsStop()
{
    // how can i call bStop ( In class MyAppWindow)?
}
```

```
struct MyAppWindow : TopWindow {
    MyAppWindow() ;
```

```
    bool bStop;
    void IsStop(bool& b) { b = bStop;}
```

```
    ChildAppWindow child;
```

```
};
```

One way is like below:

```
Callback<bool&> cb_IsStop;
child.cb_IsStop = THISBACK(IsStop);
```

but this is not so convenient i think :cry:

In cases like this, you can do 2 things:

a) put 'backpointer' `MyAppWindow *` into `ChildAppWindow`

b) Use `GetOwner` with `dynamic_cast` (but that only works if both windows are open and `MyAppWindow` owns `ChildAppWindow`. But with e.g. parent widget or `TopWindow` and child widget, it is quite good option

Mirek

Mirek
