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Subject: Well another problem I'm facing  
Posted by [germax](#) on Sat, 08 Apr 2017 01:29:33 GMT  
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I have the following to work with atm:

```
class MINE : public WithMyLayout<TopWindow>
{
    WithTAB_one<ParentCtrl>    tab_1;
    WithTAB_two<ParentCtrl>    tab_2;
    WithTAB_three<ParentCtrl>  tab_3;
    WithTAB_four<ParentCtrl>   tab_4;
    WithTAB_five<ParentCtrl>   tab_5;
    WithTAB_six<ParentCtrl>    tab_6;
    .....
}
```

And of course they're all added to my TabCtrl defined in MyLayout...

NOW, the problem I'm facing now is that I need to Draw inside one of those tabs (it's tab\_4 but that isn't important really ;))

[that explorer view from the other thread needs to be inside a tab together with a treectrl and an sqlarray in the end....]

How can I get

```
void MINE::Paint(Draw& w){...}
```

to draw nothing but tab\_4 (well in fact a rect inside tab\_4 would be even better to be honest, since it indeed holds different controls prior.

I'd love to add a Paint() Method exclusively to tab\_4  
but TAB\_four::Paint doesn't work obviously... neither does tab\_4::Paint...

I can add a dummy Ctrl to hold the Paint method  
like

```
void Picture::Paint(Draw& w){...}
```

and add the Picture control to the tab I need;  
but then a whole lot of other problems arise for me.

the Paint method makes extensive use of variables, vectors and methods of my Main class (MINE)  
which are inaccessible directly, and frankly adding a crapton of GetMethods is only a last resort really.

I thought as Picture being a child of "my" layout included in my class it's automatically child of my class itself, but that doesn't seem to be the case \*shrugs\*

So yeah, I need your expertise..

is there are callback I could use to paint a childtab with a mainclass method?

ideally something like:

```
tab_4.Paint <=< THISBACK(PaintTabFour);
```

or alike

thank you

Alex

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