Subject: Re: How to call instance in main.cpp
Posted by Ulti on Wed, 06 Sep 2006 15:17:15 GMT
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well,that's hard to describe,let's see some code:

in main.cpp:

```
struct App : public TopWindow
{
 ULeftCtrl  Left;
 URightCtrl Right;
      ....
     CppSQLite3DB database;//that is another
     String exeDML(const char* szSQL);
       //this routine to parse szSQL and record every INSERT or UPDATE with acture ROWID.
     ....
}
GUI_APP_MAIN
{
  App().Run();
}
```

in LeftCtrl.h(represent Left Pane) somewhere
   want to call database.xxx and exeDML()

```
====================================================
static Vector<Ctrl *> Ctrl::GetTopCtrls();
static Vector<Ctrl *> Ctrl::GetTopWindows();
```

is that get App struct?

if not this not help,I can define database pointer in LeftCtrl.h and then in App::App() make this
pointer point to database,but I got no idea with exeDML.I have to consider trigger or some other
way.