
Subject: Re: How to call instance in main.cpp
Posted by [Ulti](#) on Thu, 07 Sep 2006 13:23:52 GMT
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OK,here is the code structure:

Three files: main.cpp,LeftCtrl.h,RightCtrl.h

=====

main.cpp

#include "LeftCtrl.h"

struct App : public TopWindow

{.....

 ULeftCtrl Left;

 URightCtrl Right;

.....};

App::App()

{

 h.Horz(Left,Right); Left.right=&Right;

.....}

=====

LeftCtrl.h

#include "RightCtrl.h"

class ULeftCtrl : public WithULeftCtrl<TopWindow> {

.....;URightCtrl * right;};

=====

RightCtrl.h

#include "CppSQLite/CppSQLite3.h" //<==move here now

class URightCtrl : public WithURightCtrl<TopWindow> {

....

 CppSQLite3DB database;

 String exeDML(const char* szSQL);

.....};

=====

in App call Ringht.database,Right.excDML

in LeftCtrl call right->database,right->exeDML

maybe & is more better.