
Subject: Re: Access to parent class

Posted by [mirek](#) on Thu, 12 Dec 2019 13:09:13 GMT

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On the second thought, if we have things like GetChildCount, we can definitely have this as Ctrl method...

```
#include <CtrlLib/CtrlLib.h>

using namespace Upp;

struct TestCtrl : Ctrl {
    virtual void LeftDown(Point p, dword keyflags) {
        TopWindow *w = GetAscendant<TopWindow>();
        if(w)
            w->Title(AsString(p));
    }
};

GUI_APP_MAIN
{
    TopWindow win;
    TestCtrl h;
    win << h.SizePos();
    win.Run();
}
```
