
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();  
}
```