Subject: Friends? Cousins? Half-siblings?
Posted by jimlef on Fri, 02 Oct 2020 23:57:04 GMT
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Having a great time working with U++, and learning a lot as I go One issue I have, a main window class has several subwindow classes as members thus:

```
class MainWindow : TopWindow {
    SecondWin second;
    ThirdWin  third;
public:
    MainWindow();
}

class SecondWin : TopWindow {
public:
    SecondWin();
    SecondUpdate();
}

class ThirdWin : TopWindow {
public:
    ThirdWin();
    DoSomething();
}

and
...
MainWindow().Run();
```

Now my question, and yes I'm a newb LOL, is how do I call SecondUpdate() from within DoSomething()?

Thank you

Jim