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