
Subject: Re: Friends? Cousins? Half-siblings?
Posted by [Xemuth](#) on Sat, 03 Oct 2020 18:56:22 GMT
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Hello Jimlef,

Without thinking about Upp, you could implement in second and third window a reference to the master window (the first one opened), then with this references, you can access to all function of your 3 windows :

```
class MainWindow : TopWindow {
private:
    SecondWin second;
    ThirdWin third;
public:
    MainWindow() : second(*this), third(*this){}

    SecondWin& GetSecond(){return second;}
    ThirdWin& GetThird(){return third;}
}
```

```
class SecondWin : TopWindow {
private:
    MainWindow& mainWindow;
public:
    SecondWin(MainWindow& _mainWindow) : mainWindow(_mainWindow) { /*Your code here,
can be in .cpp too */ }
    SecondUpdate();
}
```

```
class ThirdWin : TopWindow {
private:
    MainWindow& mainWindow;
public:
    ThirdWin(MainWindow& _mainWindow) : mainWindow(_mainWindow) { /*Your code here, can
be in .cpp too */ }
    DoSomething(){
//Here I call the SecondUpdate() function from SecondWin:
mainWindow.GetSecond().SecondUpdate();
    }
}
```

Hope it helped ! :d
