
Subject: Re: Friends? Cousins? Half-siblings?
Posted by [jimlef](#) on Sun, 04 Oct 2020 05:06:25 GMT
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I believe I overthink things too much - someone (several someones actually) told me that before...

My solution to this issue is to override the Open function for each affected table/class thus:

```
void InvoicesWindow::Open(Ctrl* owner)
{
    InvoicesArray.ReQuery();
    InvoicesArray.GoBegin();

    TopWindow::Open(owner);
}
```

That way I don't need to expose extra access, pass pointers etc...

I haven't found any issues with this yet... :roll: Thanks all!
