Subject: Re: Friends? Cousins? Half-siblings?
Posted by mirek on Sun, 04 Oct 2020 07:50:34 GMT

jimlef wrote on Sun, 04 October 2020 07:06I 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!

Uh, not sure that is the best approach either, but it certailny works.

The reason why it is not the best approach is that generally we want widgets "decoupled" from the gui.

Why don't you just call that ReQuery before you open the window? :)

Mirek