
Subject: Re: How to call class1 member after closing class2

Posted by [mirek](#) on Mon, 11 Jun 2007 11:27:26 GMT

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You can, e.g., assign callback to mainWindow method to editWindow WhenClose.

```
void MainWindow::CloseEdit()
```

```
{  
    editWindow.Close();
```

```
....
```

```
}
```

```
MainWindow::MainWindow()
```

```
{  
    editWindow.WhenClose = THISBACK(CloseEdit);  
}
```
