## Subject: Re: How to call class1 member after closing class2
Posted by michael on Mon, 11 Jun 2007 13:32:29 GMT

Ok, this works.    But only when i use the X to close the editWindow.

I use this method in my editWindow-Class to close the editWindow:
void EditWindow::CloseDlg()
{
  Close();
}
But when i use this, my mainWindow can't catch the editWindow.WhenClose action. Is there a difference between Close() and the X on the Window-Header?

Michael

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