Subject: Friends? Cousins? Half-siblings?
Posted by jimlef on Fri, 02 Oct 2020 23:57:04 GMT
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Having a great time working with U++, and learning a lot as I go One issue I have, a main window class has several subwindow classes as members thus:

```
class MainWindow : TopWindow {
    SecondWin second;
    ThirdWin  third;
public:
    MainWindow();
}

class SecondWin : TopWindow {
public:
    SecondWin();
    SecondUpdate();
}

class ThirdWin : TopWindow {
public:
    ThirdWin();
    DoSomething();
}

and
...
MainWindow().Run();
```

Now my question, and yes I'm a newb LOL, is how do I call SecondUpdate() from within DoSomething()?

Thank you

Jim

Subject: Re: Friends? Cousins? Half-siblings?
Posted by koldo on Sat, 03 Oct 2020 06:31:53 GMT
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In my case I either pass a pointer to the parent window, a pointer to the window you want to call, or a callback to a lambda that opens the window. Lately I prefer the last option.

Subject: Re: Friends? Cousins? Half-siblings?
Posted by jimlef on Sat, 03 Oct 2020 17:09:06 GMT
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Thank you, Koldo, for that. I'm not sure how I'd implement any of those with the TopWindow classes as I don't have much experience with all of this.

I'm using one window class to modify linked tables in my db. I have other window classes that can view and manipulate those tables individually.

If I create a new record, it will affect at least 2 tables. I want the views of each of the affected tables to requery each time they are accessed. Currently, if I create a new record, and then go to view one of the affected tables, it does not show the new record. I have to exit the program, then rerun to see it.

I haven't found a function that relates to the Open() command that causes it to re validate it's data... so when I lineitemview.Open(this) it should requery each time, which is why I was looking for a way for the one class to access functions from the other classes (ie. ReQuery).

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 !

Subject: Re: Friends? Cousins? Half-siblings?
Posted by jimlef on Sun, 04 Oct 2020 02:48:42 GMT
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Xemuth, thank you for the code samples - I didn't realize that could be done that way (I'm new to ++ after all).

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... Thanks all!

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

Subject: Re: Friends? Cousins? Half-siblings?
Posted by jimlef on Sun, 04 Oct 2020 13:42:25 GMT
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Yes, I like that better - Thank you Mirek