Subject: How to call class1 member after closing class2
Posted by michael on Mon, 11 Jun 2007 11:07:21 GMT
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I have a class mainWindow and a class editWindow. Both are TopWindows.

I open the editWindow from the mainWindow by calling editWindow.Open(). Then i close the editWindow and here starts my problem.

I want to call a member of mainWindow after closing the editWindow.

How can i get the info when the editWindow was closed? I know WhenClose but i don't know where to use it in my mainWindow.

Quiet compicated and not so easy to post a code-example.

Help would be great.

Michael

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);
}
```

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

Subject: Re: How to call class1 member after closing class2
Posted by mrjt on Mon, 11 Jun 2007 14:32:49 GMT
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Yes. The X triggers the WhenClose callback, which normally triggers Ctrl::Close. Calling Ctrl::Close yourself doesn't trigger the callback.

This is how I get around it:
button <<= callback(&WhenClose, &Callback::Execute)
This assigns a callback to a button that calls the WhenClose callback (instead of close). Even if you change WhenClose it will still work correctly.

James

Subject: Re: How to call class1 member after closing class2
Posted by michael on Mon, 11 Jun 2007 14:59:01 GMT
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And is there a way to create this callback without assigning it to button?

Lets say i press a button, do some things and then want to call this callback(&WhenClose, &Callback::Execute).

How can i do that?

Michael

Subject: Re: How to call class1 member after closing class2
Posted by mrjt on Mon, 11 Jun 2007 15:17:42 GMT
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Well in that case you can just call WhenClose()

Subject: Re: How to call class1 member after closing class2
Posted by michael on Mon, 11 Jun 2007 15:22:13 GMT
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This is too simple...

Thanks again, James. Works perfectly!

Michael

Subject: Re: How to call class1 member after closing class2
Posted by mirek on Mon, 11 Jun 2007 15:52:24 GMT
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"X" calls WhenClose, which in turn calls "Close".

Anyway, there is a trivial solution to your problem, just call WhenClose() in your method.

Alternatively, you can override Close, call some new Callback (e.g. WhenMyClose) in it and then inherited TopWindow::Close().

Mirek