

Hi,

I have a dockable window with a few docked widgets/Ctrl's in it.

The TopWindow is a class and every widget/Ctrl is separate class from the top one.

TopWindow class

```
#include "main.h"  
#include "T.h"  
#include "Me.h"  
#include "M.h"  
#include "B.h"
```

```
namespace SSpace {  
class Workspace : public WithMainWorkLayout<DockWindow>{  
public:  
    typedef Workspace CLASSNAME;  
    Workspace();  
  
private:  
    virtual void DockInit();  
    T t;  
    M m;  
    Me m;  
    B b;  
  
};  
}
```

```
=====  
#include "Workspace.h"
```

```
namespace SSpace {  
  
Workspace::Workspace(){  
    CtrlLayout(*this, "hi");  
    Sizeable().Zoomable();  
    LockLayout();  
}
```

```

void Workspace::DockInit(){
    DockLeft(Dockable(t.tArray, "T").SizeHint(Size(600, 200)));
    DockTop(Dockable(m.mArray, "M"). SizeHint(Size(100, 200)));
    DockTop(Dockable(me.meArray, "Me").SizeHint(Size(420, 200)));
    DockRight(Dockable(b.bArray, "B").SizeHint(Size(300, 200)));
}
}

```

And in one of the other classes, the 'T' class, I fetching data for a third one, the 'B' class, and I want to refresh that third 'B' class form the 'T' class on the Docked Window.

### The Other 'T' Class

```

#include "main.h"
#include "SockCon.h"
#include "B.h"

namespace SSpace {
class T{
public:
    typedef T CLASSNAME;
    T();
    void WidgetFactory( One<Ctrl>& x);
    void Open(int t);
    void ButtonGenerator(int Count);
    ArrayCtrl tArray;
    int GetCount;
private:
    B b;
    SockCon sockCon;
    int counter;
};
}

```

```

=====

#include "T.h"
namespace SSpace{
T::T(){
    counter = 0;
    GetCount = 0;
    sockCon.Request("T", "I", GetCount);
    tArray.AddColumn().Ctrls(THISBACK(WidgetFactory));
    ButtonGenerator(GetCount);
}
}

```

```

tArray.SetLineCy(50);
}

void T::ButtonGenerator(int Count){

for (int i = 1; i <= Count; ++i){
tArray.Add();
}

}

void T::Open(int Number)
{
sockCon.Request( b.iP);
b.DisplayB();////////////////////////////////////HERE
}

void T::WidgetFactory(One<Ctrl>& x)
{
Button& b = x.Create<Button>();
b.SetLabel("Ta " + AsString(++counter));
b.SizePos();
b <<= THISBACK1(Open, counter);
}
}

```

At the HERE place in the 'T' class I was hoping to refresh the 'B' class, by just calling the 'B's constructor inside its own Display function, and that according to my calculations should have affect the widget/Ctrl docked in the 'Workspace' class.

The Display Function in the 'B' class

```

void B::DisplayB(){
//blablabla//Update the data in the Ctrl

B();// Call the 'B's constructor
}

```

How can I refresh that 'B' Ctrl on the 'Workspace?'

Thank you very much for your help.

Best,  
Georgi

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