
Subject: Re: how to communicate between windows?
Posted by [bonami](#) on Thu, 04 Nov 2010 03:29:22 GMT
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sorry i did not make it clear, since i thought it is simple.

here's my case, i have two TopWindows A & B. If user click a button in A, B shows something. If user click the other button in A, B shows something else. I need TopWindow::OpenMain(), then I donno whether it is multi-threaded. Anyway, my real case is more complicated and it IS multi-threaded and I want the code below is multi-thread compatible, too.

```
class B : public TopWindow
```

```
...
```

```
class A : public TopWindow
```

```
{  
    B b;  
    void shown() { b.OpenMain(); }  
    Button ButA;  
    Button ButB;  
    void Button_A();  
    void Button_B();  
...
```

```
GUI_APP_MAIN
```

```
{  
    A a;  
    a.OpenMain();  
    a.shown();  
    Ctrl::EventLoop();  
}
```

in Button_A() or _B(), A can tell B about which button is clicked, such as setting a flag. But how can B notice this? If i derive A & B from your EventHandler, how can I implement B's HandleEvent? This IS a threading problem. Maybe in a word, it is how to add my own procedure in TopWindow's main thread processing.
Thank you.
