Subject: Re: Communication between top-level bases.
Posted by Struan Gray on Tue, 02 Jun 1998 07:00:00 GMT
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mirko_vukovic@notes.mrc.sony.com writes:

  [widget state as object in uvalue]

> But does anyone else see any other practical advantages?

   Make it a 'state' object within a container. That way external
users who want to store information in the user value can do so too.
They have to learn your programming convention for getting and setting
info in the container object but that's better than forbidding them to
touch the uvalue because you've monopolised it.

   Pre objects I used to make the uvalue a pointer (or handle) to the
start of a linked list for just this reason. I'm swapping to objects
but haven't settled on a definite plan as yet. Of course, another big
benefit of using heap variables of any kind is that they are globally
available if you can find some way of passing the variable reference
around. It's a nice way to keep track of display preferences for
example.

Struan