
Subject: Re: Help with pick menu widget code
Posted by [Doug Larson](#) on Wed, 16 Sep 1998 07:00:00 GMT
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Well, I did what David told me, and of course it works :)

The added "event.top" line I understand, sloppy of me, bad Doug!

The second part with the "Widget_Info" still confuses me as to why it works.

With the destruction of the top-level base preceding the SET_UVALUE, how does PickFinish ever know what was done to the values in the pickPtr? I

guess I

still have not grasped this whole event driven style of code yet.

Would it be better to have the destruction "percolate up" to a handler for the pickTLB? If so, how do I do this?

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