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Subject: Re: Source Code: A min/max compound widget

Posted by [davidf](#) on Thu, 24 Sep 1998 07:00:00 GMT

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Rose (rmlongfield@my-dejanews.com) writes:

> I am re-visiting the construction of compound widgets, having had not  
> so much success a few months ago when first starting widgets. I'll probably  
> be studying your program to hopefully get some ideas, in particular, the use  
> of PRO\_SET\_VALUE and FUNC\_GET\_VALUE which are not very well documented. (Nor  
> can I find their use anywhere on DWF's web page :( Dave seems to prefer  
> using a NotifyID keyword to pass events and change things.

No, no, no. In fact, these days, ALL of my compound widgets are written as objects. The purpose of the FUNC\_GET\_VALUE for these objects is to return the "self" object, which I can then control by means of methods. This makes it incredibly easy to manipulate the internal widgets of a compound widget.

I've been meaning to write an example of this, but most of my real programs are too complex for instructional programs, and I haven't had the time to write a simple, but meaningful, example. I promise to do it, but I really can't say when. :-)

Cheers,

David

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