
Subject: XMANAGER: How many times to call?
Posted by [rmlongfield](#) on Tue, 22 Sep 1998 07:00:00 GMT
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Hi All,

I have a row of images and I want to choose one of them to do some analysis. To make it clear which one I am analyzing, I place a label underneath with 'ACTIVE' when I click on the image.

My question is, I have to call XMANAGER once to control the widget_base. The children of this base are widget_draw (with button_events and an event_pro keyword) and the widget_label (also with an event_pro keyword set). This label event is supposed to receive a pseudo event from the draw_widget event and change to 'Active'. The only way I can get this to work is if I include another XMANAGER statement with the event_pro program and the widget ID's of the label.

So everything is working. I am just wondering why XMANAGER doesn't have to be called for every widget that has an event handler (i.e. my WIDGET_DRAW also has a specified event handler). Should each program 'module' (like XCOLORS, for instance) have only one XMANAGER? Is it poor programming style to have more than one? Any comments...

Rose

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