Subject: Re: Passing info and destroying widgets...
Posted by Struan Gray on Mon, 21 Jun 1999 07:00:00 GMT
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mirko_vukovic@notes.mrc.sony.com writes:
>
>   I wrote:
>>
>>   I'm currently playing with a refinement where all my widgets
>> become objects, and I can invoke certain methods from dying child
>> widgets, thus bypassing the event queue should I want to force a
>> particular excecution order. Looks cool.
>>
>
> Cool? Cool? you say??? It seems absolutely essential! Splendid idea!
>
> (Cooling it down some), widgets are objects after all. Please,
> keep us posted.

   The idea of a objectified widget I owe to Mark Rivers. Deja News
has a thead with a neat discussion of his technique, plus a few
refinements - search on his name and 'objects'. My widgets follow his
scheme, with a few inherited properties that I like all my
program-oriented objects have (such as a unified way of handling
global and user preferences) and generalised information
sharing/passing methods (the above, plus the ability to handle
conventional events).

   At present the parts work, but the whole looks like it's in the
middle of open heart surgery. I'm building a disperse set of
data-objects, widget-objects and plot/analysis-objects and at present
I'm playing around with different ways of distributing basic
behaviours among them. I'm not sure when it will be ready for public
consumption, but I promise to make what I have freely available when
it is.

Struan