
Subject: Re: Passing info and destroying widgets...
Posted by [mirko_vukovic](#) on Mon, 21 Jun 1999 07:00:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

In article <7klp10\$06t\$1@news.lth.se>,
Struan Gray <struan.gray@sljus.lu.se> 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 execution 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.

Mirko

Sent via Deja.com <http://www.deja.com/>
Share what you know. Learn what you don't.
