Subject: Re: Passing info and destroying widgets...
Posted by mirko\_vukovic on Mon, 21 Jun 1999 07:00:00 GMT
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In article <7klp10\$o6t\$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 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.

Mirko

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