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Subject: Re: Widget question

Posted by [gabriel rodriguez ibe](#) on Thu, 01 Jul 1999 07:00:00 GMT

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If I understand OK you are manipulating your info via a pointer, so you don't have to store it back anywhere, because you are really changing the original info.

If it does not seem to work you are probably not using pointers correctly. Check this

```
info={..., kk:oneValue , ...}  
ptrInfo= PTR_NEW(info)
```

Now, if you try to do

```
info= *ptrInfo  
info.kk= newValue
```

it will not change the original info structure, because I'm working with a copy of it (I should have written " newInfo= \*ptrInfo)

The correct way to do it is

```
(*ptrInfo).kk= newValue
```

Now I have modified the original info structure, I don't have to store it anywhere.

Gabriel

Harald Frey escribií ½:

- > Sorry if I missed that point somewhere in the very interesting
- > discussion about "Passing info and destroying widgets". I followed the
- > suggestion by Liam Gumley to create my widget structure but now I have a
- > problem.
- >
- > I have 3 levels in my widget structure, main, parent and child. What I
- > do is:
- >
- > - Create main widget
- > - Create info structure
- > - store info structure in the main level base
- > - start Xmanager with event handler
- >

- > A certain button on the main widget calls the parent process where I
  - > - get the info structure
  - > - create the parent widget
  - > - create a pointer to the info structure
  - > - store pointer in parent base
  - > - start second Xmanager with second event handler
  - >
  - > Now a button on the parent widget calls a process on the child level
  - > where I
  - > - get the pointer
  - > - get the info structure via pointer
  - > - manipulate the info
  - >
  - > So far everything is fine but now I want to store the manipulated info
  - > from the child level back into the main widget and destroy the parent
  - > widget. How do I do this?
  - >
  - > Harald
  - > hfrey@ssl.berkeley.edu
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