First you create a widget by defining some input fields in a structure, so
you can acces them later, but then when you want to replace these fields by
other input fields they come on your screen like, "I don;t know weird".
It's not the worst problem in de world , but it looks a little goofy.
Isn't there a way to update these new widget's defined in the structure in
one instance.

Grrr Sean