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Subject: Funny widget updating

Posted by [Sean Heukels](#) on Mon, 08 Nov 1999 08:00:00 GMT

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First you create a widget by defining some input fields in a structure, so you can access 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 the 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

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