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Subject: Re: Help! Multiple widget objects in 1 program, sample code

Posted by [Luis Alonso](#) on Thu, 03 Aug 2000 07:00:00 GMT

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> P.S. Let's just say that program could be improved a LOT  
> more if you lost the Common blocks. :-)

hey! that was one of my concerns in my yesterday's widget first contact  
(maybe RSI folks are borgs in disguise??). But i just couldn't figure out  
how to work that around.

I've attached the code for you lo laugh at it... i mean to look at it ;)

Cheers

Luis Alonso

PS: by the way... on the trip back home i just recalled the right sentence:  
'Sleep tight, and don't let the nite bugs bite' -which of course has a rime  
as it should-

begin 666 widget2.pro  
<encoded\_portion\_removed>

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