
Subject: Throwing Widget Events?

Posted by [Richard Tyc](#) on Tue, 15 Aug 2000 07:00:00 GMT

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Is there a way to throw widget events ? I know of checking for received events with WIDGET_EVENT while your busy in some function (I use this for Emergency Stop buttons) but how could one widget program (a child of the main parent widget program) initiate an event on its parent's event loop ?

Eg. Let's say the child program computes a new image which you want to display in the parent's window as soon as it is available ? I have basically assembled these fairly complex widget programs (which can either stand alone or be children ie. setting group leader in their widget base) and now they are all called by a main application which needs to update its own window space with image data from it's children.

While we are at it, what mechanism is there to let a parent application know its child programs are dead (or user clicked window close).

Thanks
Rich
