
Subject: Re: Objects with Widgets, Save/Restore

Posted by [Pavel A. Romashkin](#) on Fri, 03 Aug 2001 16:57:45 GMT

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I usually write a method for the object that will then create appropriate gui and populate object fields with the right widget IDs. I also usually place the object reference to restored object into the Uvalue of one of the newly created widgets. Then, you simply do

```
restore, my_saved_obj  
self -> restore_gui
```

and you are done. You can chuck Self after this because it will be accessible via the widget anyway.

Cheers,
Pavel
