Subject: Re: Objects with Widgets, Save/Restore Posted by Pavel A. Romashkin on Fri, 03 Aug 2001 16:57:45 GMT View Forum Message <> Reply to Message

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