
Subject: Re: How to define non-widget event.ids ?

Posted by [James Kuyper](#) on Mon, 25 Feb 2002 16:59:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

Streun Andreas wrote:

- > In an event handler, the different event.ids are usually
- > widget identifiers. However, when programming a loop
- > as an event chain I send pseudo-events to event.ids
- > which have no corresponding widget (e.g. a virtual
- > "next step" button which is never used by man).
- >
- > The only way I yet know to realize that, is to define
- > small, empty, inactive buttons in the GUI, only in
- > order to get valid event.ids.

I'm not sure I understand why you have to send events in this instance.
If there's no real widget associated with the widget id, why not just
pass the 'events' to an ordinary function for processing?

- > Unfortunately, this creates "pimples" in the GUI...

If you don't need them for their visible appearance, perhaps you could
attach them to a base that you never bother realizing? it would be used
solely as a place to contain widgets used for this purpose.
