
Subject: Re: widget layout

Posted by [Ted Cary](#) on Sat, 13 Jul 2002 23:03:53 GMT

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Matt Feinstein wrote:

>
> Hmm, well, if there isn't a direct way of doing it, I guess you could
> save that sort of information in the base's uvalue as part of the
> state of the widget.

Thanks, but that's what I used to do in this kind of situation. The routine was conceived in the first place so that I would not have to resort to storing widget geometry information in base uvalues, since keeping track of such details during TLB resizing can be a pain for all but the most simple GUIs. I was hoping for something more general that worked along the lines of the WIDGET_INFO function.

TC
