
Subject: Re: Tip for using Compound Widgets
Posted by [MKatz843](#) on Sun, 04 Aug 2002 19:43:21 GMT
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David Fanning <david@dfanning.com> wrote in message
>> I'd be interested to know if anyone else uses tricks like this, or has
>> a better way,
>
> Oh my goodness, Mr. Katz. You are so very, very close
> to writing object widgets.

Since I'm over 30, I'm still getting used to object programming. I'm using it all the time for creating complicated graphics and even for the file-output tasks, but it's still "new" to me.

The idea of the compound widget is that we create something new that behaves like one of the basic elemental widgets. I can see making the leap to objects in several ways, and I'm interested to hear how you'd recommend doing it. (Have you written any tips for it on your site?)

When using a compound widget, one accesses the child widgets through the parent. That includes events and SET/GET_VALUE. That's the issue I was trying to solve: making SET_VALUE more intelligently access the functions of the compound widget.

So, in an object widget, (here's where I'm guessing) one doesn't need the compound widget formalism. You create an object that knows all about the children and dispense completely with

widget_control, SET_VALUE=... in favor of
widget_obj -> Do_Something, arg

But what exactly happens to events?
Does it take a lot longer to program the object widget than the equivalent compound widget?
Is there a template that's been published that other people follow, so object newbies don't have to re-invent the wheel? Does RSI have anything to say about the subject, as they do for compound widgets?

Thanks for your advice!

M. Katz
