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Subject: passing parameters from base to base  
Posted by [Gert](#) on Thu, 21 Nov 2002 20:19:18 GMT  
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Hi,

I've been trying to figure this one out for a while. I have 2 bases. If in Mainbase the button Set is pushed, a second base SetParams is called. Stuff happens there and the idea is that if SetParams is killed, a series of numbers go back to Mainbase. Now how can you write this neatly, so that the code for the SetParams can easily be used in other progs?

These are my thoughts:

I could pass a pointer to SetParams that keeps the desired data, but how does Mainbase know that

SetParams is killed and that it needs to update its fields?

I looked at the examples for compound widgets (e.g. cw\_defroi) and these do the trick but they do not use xmanager. Is this the only way.

thx for any help,

Gert

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