
Subject: Re: Not Sure about widget hierarchy ??

Posted by [paul wisehart](#) on Wed, 23 Apr 2003 20:05:15 GMT

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On Wed, 23 Apr 2003 13:24:30 -0600, David Fanning <david@dfanning.com> wrote:

> Huh!? Draw widgets *are* windows! (Rather, windows are the "values"

> of draw widgets, but you knew that.)

Actually, I was a little unclear about the relationship
between draw-widgets and window-objects. Your statement
helps a lot.

> My advice would be to do whatever makes your life easier.

> If I was in your shoes, I'd probably go for two graphics

> windows, because it sounds like you want them to be independent

> of each other.

I want there to be one "window" to the user so I think I'll use
one window. I actually just solved a part of my problem. I was
having trouble placing 2 draw widgets in one window. I solved it
be making a "draw" widget_base to specify that the draw-windows
should be next to each other.

I am beginning to see how you can organize your widgets by having
more than one base to which the widgets can belong.

(So far my little programs have only had the top-level-base base-widgets)

It was helpful for me to put a widget in a base-widget that didn't actually
add anything.

Anyways, thanks for the input!

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paul \ /
wisehart >/
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