
Subject: Re: Widgets: group leader and procedures
Posted by [Jeff Guerber](#) on Wed, 07 Jan 2004 03:56:53 GMT
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On Sun, 4 Jan 2004, Robert Moss wrote:

```
> A bit of unsolicited advice: you had the following:
>
>     state={ bunch of stuff}
>     pstate = Ptr_new(state, /no_copy)
>     widget_control, tlb, set_uvalue = pstate
>
> I would do this instead:
>
>     state = {bunch of stuff}
>     widget_control, tlb, set_uvalue = state, /no_copy
>
> There is no real need to stuff your entire widget state into a pointer.
```

I disagree: If you use a pointer for the widget state, you can change its contents and not have to worry about stuffing it back into the uvalue before you exit the event handler. Plus you won't be constantly making copies of everything in your state structure, which can be an advantage if it's large. Just remember to have the TLB's cleanup routine free pstate (I call it statep, myself). After I started writing widgets, I very quickly switched over to state pointers (until I discovered object widgets, that is!).

Jeff Guerber
