Subject: Re: IDLgrLegend Property Sheets, array properties
Posted by sdettrick on Wed, 21 Apr 2004 18:58:23 GMT

"Chris Torrence" <chris_torrence@NO-SPAM.yahoo.com> wrote in message
news:<o6CdnRQ-QZF7chjdRVn-uQ@comcast.com>...
> Replying to my own post...
>
> I forgot to mention that the "EditUserdefProperty" method is actually part
> of the iTools framework.
>
> What you really get is a standard widget event from the property sheet,
> where the property is type userdef. You are then free to do whatever you
> want with that event, presumably firing up another widget... So you don't
> need to implement an EditUserdefProperty method. Sorry about the confusion.
>
> -Chris

Thanks, I was just about to ask about that. My hair stood on end when
I looked up EditUserdefProperty and found that the first argument was
a reference to an iTool!

Cheers,
Sean