Subject: xmanager to call object methods?
Posted by justspam03 on Wed, 21 Apr 2004 12:29:42 GMT

Hi,

is there any generic way to handle events via objects, i.e.
make xmanager (or something like it) call an object method
instead of a function or procedure?

The reason is that in my current design, I use the uvalue of
evt.top to store a reference to the object currently handling
UI input in the respective window and then call the event-handler
of that object from an intermediate function. Alas, that's not
possible in all cases. Without going into details: I ended
up trying to pull myself out of the swamps by my own hair
as Munchhausen did.

Cheers
 Oliver