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Subject: Re: IDLgrLegend Property Sheets, array properties

Posted by [Chris\[2\]](#) on Wed, 21 Apr 2004 03:52:07 GMT

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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

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