
Subject: Re: problems with passing structures around in gui widgets

Posted by [David Fanning](#) on Thu, 05 Aug 2004 20:53:14 GMT

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Jeff Guerber writes:

```
> Naah. You just always reference "(*info)" (including parentheses!)
> instead of just "info". Everything else stays the same:
>
> *info.data = BytArr(50, 100)
> *(*info).data = BytArr(50, 100)
```

I suppose. But when I read my code I think it looks like a Beetle Bailey cartoon with Sarge yelling at the troops. "Beetle, you *&%* nincompoop!"

```
> (Well, that's what I _used_ to do, until I learned how to do all this
> in objects. Now it's just "self", and I don't have to check it in OR out.
> Wooo!)
```

Yes, it is a natural progression, isn't it? You would love my library, where even the widgets are objects. Sometimes I think I have completely forgotten how to write a **real** widget program. :-)

Cheers,

David

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David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
