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

Posted by [Jeff Guerber](#) on Thu, 05 Aug 2004 20:14:21 GMT

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On Thu, 5 Aug 2004, David Fanning wrote:

> M. Katz writes:

>

>> That's true unless the UVALUE is also a pointer. In which case you
>> don't have to "check it back" when you're done with the event handler.

>> I've found out the hard way that checking-out the state variable and
>> checking it back later can lead to some nasty conflicts when you have
>> event-driven code, multiple things going on at once, and significant
>> subroutines called from the event handler.

>

> Well, by making it a pointer I think you trade
> errors in logic for errors in syntax. :-)

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)
```

That's what I do. (Although instead of "info" I like to call it "statep" (pointer to state).)

(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. Woooh!)

Jeff Guerber

* I don't speak for NASA or Raytheon! *
