
Subject: Re: Storing variables in multiple widgets applications
Posted by [Antonio Santiago](#) on Thu, 04 Nov 2004 10:51:54 GMT
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Perhaps you can encapsulate the information of every component in an object and associate de UVALE to that object.

```
"component" <-----> "Object with compnent information"
```

The top-level widget UVALUE can have a set of references to the object information on every componen.

```
top-level <-----> "Object component info 1"
      |
      |-----> "Object component info 2"
      |
      |-----> "Object component info 3"
```

You can remove the component and the last information persist in the object.

It is only an idea.

Bye :)

```
> Jes?s Dom?nguez Colino wrote:
> Hi all,
>
> i have read many things about user values and common blocks but still
> don't find the best solution.
>
> Imagine you have a top-level base with many children and many
> parameters each. Which is the best way to store these parameters? I am
> storing all the parameters in the user value of the top-level base,
> but i don't think this is the best solution when you have many
> parameters. Defining common blocks is something that has also many
> disadvantages. I have thought about defining external objects or
> saving the variables to .sav files. Which is the optimal solutions?
> What do you think?
>
> Thanks in advance,
> Jes's
```
