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Subject: Re: Event when Window is activated

Posted by [David Fanning](#) on Thu, 09 Dec 2004 02:36:27 GMT

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Mark Hadfield writes:

- > At least that's my understanding of the original question. But I think
- > it would be more sensible to renew the sub-GUI immediately the main-GUI
- > value changes. The problem then is how to tell the sub-GUI of the
- > change. There are many ways to do that, depending on the program
- > structure, and sending an event from the mainGUI is one of them.

Indeed. In the object widget environment I often code in, the sub-GUI would have registered "an interest" in knowing about things that happened in the main-GUI. When something of importance occurs, a message is sent to all interested parties. These messages are similar to events, although passed directly from one widget object to another.

Cheers,

David

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