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Subject: Re: another Dumb Widget question...

Posted by [Rick Towler](#) on Tue, 25 Oct 2005 16:50:16 GMT

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While others have provided the answer you were looking for, I'm going to suggest that you check out David's FSC\_INPUTFIELD as an alternative to your label/text widget pairs. His code performs simple type checking and allows you to set tab order among other things. Once you start using it you'll never go back...

You can find it in his program library under general widget programs.

[www.dfanning.com](http://www.dfanning.com)

-Rick

Peter Clinch wrote:

- > My first widget program is coming along quite well, but I've just spent
- > a frustrating couple of hours failing to work out how to get some user
- > input into it through a custom dialog box :-(
- >
- > I've created the dialog okay with a couple of label widgets, a couple of
- > editable text widgets and a couple of buttons onto a new base widget and
- > then relaizing the new base alongside the main application's base
- > widget, but what I can't work out is how to set up a callback for the
- > buttons, since xmanager is working with the original base. I tried
- > adding a GROUP\_LEADER of the main app's base widget to the dialog but
- > that didn't seem to work.
- >
- > Will someone nudge me in the right direction please?
- >
- > Ta, Pete.