
Subject: Re: another Dumb Widget question...

Posted by [Benjamin Hornberger](#) on Tue, 25 Oct 2005 12:09:10 GMT

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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.

I'm not really sure what you want, but the following might be useful:

http://www.dfanning.com/widget_tips/popup.html

Good luck,
Benjamin
