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Subject: another Dumb Widget question...  
Posted by [Peter Clinch](#) on Tue, 25 Oct 2005 10:20:20 GMT  
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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.

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