Subject: Re: Work-around for the Shortcomings of Widget_Tab
Posted by David Fanning on Wed, 02 May 2007 16:46:20 GMT
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Joe@Zawodny.com writes:

> Thanks for the idea. It certainly does provide me with the widget_id
> of the base, but that is about it. I still do not know what code that
> widget is associated with nor how to go about initializing it properly
> - or if that is even needed. I could of course hide that info in the
> Base's Value or UValue, but I usually reserve those variables to store
> 'real data' (the way we're taught to use those fields to develop
> compound widgets and/or avoid the use of common blocks).

Humm. I'm still not sure I see the problem here. If you
need more information from the widget you found, you could
easily write a "GET_VALUE" function for that widget that
can return to you any information you feel is relevant and
you can get your hands on. Or, you could simply send an
event to that widget of your own creation that asks it to
initialize itself if it hasn't already done so, etc. The
possibilities seem endless. All made immensely easier, of
course, if your "widgets" are really "objects", but I assume
you will realize this eventually yourself. :-)

> I hope you enjoyed the Iberian Peninsula!

I had a *fabulous* time. I have continued my Spanish studies
and I'm looking for another opportunity to travel to a
Spanish-speaking place. Tiene ideas? I'm offering substantial
discounts on services for the right situation. :-)

Cheers,

David
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Sepore ma de ni thui. ("Perhaps thou speakest truth.")