Subject: Re: How to retrieve information from an event to use it in another event?
Posted by Paul Van Delst[1] on Tue, 19 Jun 2007 14:55:03 GMT

aleks.franca@gmail.com wrote:
> Hello!
> Maybe it's a likely simple question, but I can't figure it out. I have
> 2 buttons and I want them to communicate. My widget has 2 buttons and
> each button is a separate event. Button A chooses an image A to open.
> Button B chooses an image B to open. I need to keep the information
> from image A in order to compare with image B. Because they are 2
> separate events, when the first events ends ( opens image A ) all the
> information about image A is lost. What do I need to do to keep the
> information from an event and use it in another event?

What do you mean be "information from image A" ? The image itself (for comparison with image B) or information about image A (e.g. size, min/max vals etc) ?

Asking the same question a bit more broadly: What, exactly, do you want your widget to do?

cheers,

paulv

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Paul van Delst          Ride lots.
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