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Subject: Re: How to retrieve information from an event to use it in another event?  
Posted by [Vince Hradil](#) on Tue, 19 Jun 2007 14:11:47 GMT

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On Jun 19, 8:55 am, "aleks.fra...@gmail.com" <aleks.fra...@gmail.com>  
wrote:

> On 19 jun, 10:45, hradilv <hrad...@yahoo.com> wrote:

>

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>> On Jun 19, 8:37 am, "aleks.fra...@gmail.com" <aleks.fra...@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?

>

>>> obs: I use a CASE statement

>

>>> Thank you

>

>> Save the event structure in a variable?

>

> Ok, I've tried that, but I don't know if I'm doing it right. How do I

> save the event in a variable?

You could use a global variable. But how about this, is it possible  
to query the current stat of the "other" widget to determine the  
information that you need using WIDGET\_INFO or WIDGET\_CONTROL?

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