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Subject: Re: How to retrieve information from an event to use it in another event?

Posted by [aleks.franca@gmail.co](mailto:aleks.franca@gmail.co) on Tue, 19 Jun 2007 13:55:55 GMT

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

> 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 tryed that, but I don't know if I'm doing it right. How do I  
save the event in a variable?

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