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

Posted by [Michael Galloy](#) on Wed, 20 Jun 2007 03:49:07 GMT

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On Jun 19, 10:54 am, hradilv <hrad...@yahoo.com> wrote:

- > make an info structure in your "main" program like:
- > info = {fid1:(-1), fid2:(-1), nb1:0L, nb2:0L .. etc }
- > make a pointer to that
- > infoptr = ptr\_new(info)

Don't forget to save the pointer in the tlb's UVALUE:

```
widget_control, tlb, set_uvalue=infoptr
```

- > in your event function put:
- > widget\_control, event.top, get\_uvalue=infoptr
- >
- > Then you can look use (\*infoptr).fid1, etc...

Yes, this is the basic idea most people use when writing widget programs. Save information in fields of a structure that is stored (either directly or via a pointer) in the top-level base's UVALUE. If you use a pointer, be sure to free the pointer when the program finishes (use the CLEANUP keyword to XMANAGER).

Mike

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