
Subject: Re: control widgets

Posted by [Vince Hradil](#) on Tue, 31 Jul 2007 17:12:22 GMT

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On Jul 31, 11:58 am, pa...@gmx.de wrote:

> Hello,
> i have still one problem. But I think this really seems to be a little
> bit complicated (also for me to explain, but i try to).
>
> When i'm operating in my main_base, then it's not a problem to get the
> ID's of the separate widgets and to control them over widget_control.
> But how is it when I'm in a modal widget?
>
> Because in my modal widget I also wanted to make an event which can
> control widgets from my main base. I really searched for a solution,
> but I found nothing what could explain how to do it.
>
> So the exact problem is, my modal widget opens when a button is
> pressed on my main base (Ope File).
> Then I can upload the files with my modal widget. But when they were
> uploaded and the modal widget was destroyed, they should also be shown
> in a draw widget on the main base. So the process should be induced
> with the destroyEvent
>
> The problem i have is, that I can only handle with the variable and
> transfer it through common block or uvalue etc. And then create a new
> Event on my main_base which opens the variable. but I wanted to open
> it on my main_base from my Modul Widget. Is it possible? I just read
> about how to transfer variables through different widgets, but not how
> to control them , especially with the procedure widget_control. Maybe
> you can help me.
>
> martin

Store the widget IDs in pointers, too (just like the variables). Then
you can use widget_control/widget_info on them.
