Subject: Re: large info structure?

Posted by markb77 on Tue, 02 Oct 2007 20:25:43 GMT

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I like the idea of storing widget names in the UNAME of the widget and then using that name to find the ID... I've actually made that change already and am still left with 130!

Another question though,

I see many examples of widget event handlers that identify the widget generating the event by checking its UVALUE. It seems redundant to store a name in both the UVALUE and the UNAME of each widget. Is there any disadvantage to using a statement like this:

widget = widget\_info(event.id, /UNAME)

to get the source of the event?

thanks, Mark