Subject: New widget introduction via 'Event Handler Modules'

Posted by 2d on Sat, 10 Nov 2007 06:52:31 GMT

I've used a the 'Widget Definition Module' to create a base widget, into which i've introduced a number of 2D widget tables. User constraints however force me to increase/reduce the number of these 2D widget tables in the 'Event Handler Module'. Would anyone know how i use commands in the 'Event Handler Modules' to achieve this? Grateful for any help i can receive, thank you.