Subject: Re: pState structure without widgets?
Posted by Robbie on Wed, 14 May 2008 22:58:31 GMT

I have resorted to writing "widget methods" which take the first argument as the pState. For example:

mywidget_build, pState
mywidget_show, pState

I used pass around the widget id, until I encountered issues when attempting to unpack the UVALUE twice. To be completely safe, pState should be a pointer to a structure. By the time you've done everything the *right* way, you might as well just use objects.

Compare the syntax of these two statements

data = *(*pState).pData

data = *self.pData

Which statement makes more sense to you?

Robbie