
Subject: Re: pState structure without widgets?

Posted by [Gianluca Li Causi](#) on Tue, 13 May 2008 15:32:47 GMT

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On May 13, 4:48 pm, David Fanning <n...@dfanning.com> wrote:

> Gianluca Li Causi writes:

>> I'm developing an application that should be used in widget-mode as
>> well as in non-widget-mode, basing on the user's choice.

>

>> As usual, I'm using the pState structure to communicate between widget
>> functions and store widget's values, but how can I still use this
>> variable in the non-widget-mode?

>

>> I've originally coded the program in widget-mode, now I would try to
>> make it work in non-widget-mode without to re-write the full code....

>

>> Could someone help?

>

> Probably not, since I lack the imagination to even think how
> this could even happen. :-)

>

> I'd write the darn thing as an object, though, with
> a GUI method for displaying the widget part of the
> program. Your pState structure then becomes the
> object member data, and you can use the program with
> or without a graphical front end.

>

> Cheers,

>

> David

I see, you're right that I must fully separate graphical front end
from the rest of the code, and this can be well done only with object
coding...

Thanks
Gianluca
