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Subject: Re: programming with widgets  
Posted by [natha](#) on Wed, 13 May 2009 15:31:02 GMT  
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OK, finally !!!!

This is the best way. I tried something similar and I realized that I can't retrieve the uvalue info of the widget\_base after destroy it. Moreover, the info structure that you use in the example is not available after the XMANAGER definition line.

You are using a pointer to save this information and when the widget id.TOP dies you can obtain the result of your value anyway.

Thanks, my confusion is gone.  
natha

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