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Subject: Re: GUI and non-GUI objects in Catalyst  
Posted by [Jean-Paul Davis](#) on Fri, 04 Dec 2009 23:49:18 GMT  
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David,

Thanks for the thoughts... It does sound like the easiest way to build an object that doesn't necessarily need a GUI when used by other applications, but that can be used by itself as a GUI application, and that takes full advantage of the Catalyst object heirarchy, is to go ahead and follow the Catalyst application template (wherein my object is derived from the Catalyst top-level base widget class), and don't worry about carrying around extra data and methods that don't matter unless a GUI is generated.

If I understand your last sentence, an alternative is to NOT derive my application from a widget class, but instead have it contain individual objects for all the needed widgets (including a TLB). I'll probably go with the first approach to learn Catalyst faster/better.

Jean-Paul

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