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Subject: Catalyst Object Widget Hierarchy

Posted by [Jean-Paul Davis](#) on Wed, 16 Dec 2009 23:38:54 GMT

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David,

Thought I'd keep this discussion here since my next question is so closely related: what is the purpose of the `WidgetBase::ADD` and `WidgetAtom::ADD` methods? When creating an object widget hierarchy using Catalyst, I see in your examples that you simply create the individual widget objects from within the top-level object's `INIT` or `GUI` method, using named variables for the object references only when needed as the parent argument to a child widget or as a property of the top-level object. Would there ever be any reason to "ADD" child widget objects to parent widget objects?

I know you've been asked before, but do you think there's even a remote chance that someone (you, Burrige, or even someone else) might ever write a book on how to use Catalyst?

Jean-Paul

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