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Subject: Re: sharing information across widget hierarchies

Posted by [Robbie](#) on Tue, 10 Aug 2010 01:15:28 GMT

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I'd say that if your widget is much more complicated than a few text boxes then you should always use a pointer or object to store the program state. Using a pointer means that you can get your data into the place where you want it, without copying it. Whatever you might loose with poor syntax, you gain with code re-use.

Robbie

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