
Subject: Re: How to keep two objects synchronized?
Posted by [Matthew Argall](#) on Fri, 04 Oct 2013 14:48:10 GMT
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I just had a look. This is a great idea -- much more straight-forward than what I had in mind. A couple of questions:

Say I have a colorbar and an image object and I want them to listen to each other. I would still have to do something like this, right? It seems like there would be an infinite loop here...

```
theColorbar -> RegisterForMessage, theImage, 'ChangeColor'  
theImage -> RegisterForMessage, theColorbar, 'ChangeColor'
```

If I want to register more than one message, I cannot pass a string array. Instead, I have to register for again. Was there a reason for this?

Do you still develop the catalyst library? If not, do you know of any current widget features that are missing?
