
Subject: Widget question

Posted by [Harald Frey](#) on Wed, 30 Jun 1999 07:00:00 GMT

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Sorry if I missed that point somewhere in the very interesting discussion about "Passing info and destroying widgets". I followed the suggestion by Liam Gumley to create my widget structure but now I have a problem.

I have 3 levels in my widget structure, main, parent and child. What I do is:

- Create main widget
- Create info structure
- store info structure in the main level base
- start Xmanager with event handler

A certain button on the main widget calls the parent process where I

- get the info structure
- create the parent widget
- create a pointer to the info structure
- store pointer in parent base
- start second Xmanager with second event handler

Now a button on the parent widget calls a process on the child level where I

- get the pointer
- get the info structure via pointer
- manipulate the info

So far everything is fine but now I want to store the manipulated info from the child level back into the main widget and destroy the parent widget. How do I do this?

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