

## Re: Tile frame widget

**Source:** <http://coding.derkeiler.com/Archive/Tcl/comp.lang.tcl/2004-12/1068.html>

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**From:** Donald Arseneau (*asnd\_at\_triumf.ca*)

**Date:** 12/23/04

Date: 22 Dec 2004 15:16:36 -0800

"Donal K. Fellows" <donal.k.fellows@manchester.ac.uk> writes:

> *Donald Arseneau wrote:*

> > *I can't believe I'm seeing this.*

> > *Oh how I pray that that is not the philosophy driving tile development.*

>

> *Please explain more about what you mean by this.*

I answered this a few days ago, but the answer never appeared here. (Maybe I replied by email? Or gremlins cancelled it?) I'll repeat to the best of my memory.

OK, I will grossly paraphrase the part of the posting my original comment was addressing.

We don't care if the new toolkit doesn't provide the widget appearance you want. You can just use generic graphics capabilities to draw whatever you need.

(Check the quotation in the previous to verify inaccuracy ;-)

But Joe English's detailed posting relieved my fears (prompted by other recent statements) of zero configurability for appearance within the program.

> *red", but rather that you have "buttons to use in an emergency" and that*

> *you have a style that says that "emergency buttons are red" for example.*

And this too.

PS, in the couple of days since, everybody's fears seem to have been relieved.

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Donald Arseneau

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