
Subject: Re: Determining window types

Posted by [James Tappin](#) on Thu, 19 Dec 2002 16:10:36 GMT

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David Fanning wrote:

> James Tappin (sjt@star.sr.bham.ac.uk) writes:

>

>> Is there any way of determining whether a graphics window is:

>> 1) A draw widget

>> 2) A pixmap or

>> 3) A regular window?

>>

>> While "device, window_state=wstat" is useful to prevent trying to do

>> illegal operations on on-existent windows, there are sufficient

>> differences between the 3 types of window it would be very useful to be

>> able to distinguish from within a program.

>

> I don't think there is any way to determine between

> windows of different types, but I have to admit I

> don't really see the need for this capability.

>

> Graphics programs are typically either written in such

> a way that they are completely ignorant of where they

> are "going" (i.e., they go into PostScript output as

> easily as they go into the current graphics window)

> or they are written in such a way that you know

> *exactly* where graphic output is going (ie., a

> widget program).

>

> I think only programs that *hope* they know what

> the hell they are doing would benefit from this

> feature. :-)

The particular application I had in mind was a case where I wanted to run an interactive locator tool within a package that can either be operated from a CLI in which case it uses regular graphics windows, or from a GUI in which case it uses a draw_widget and since they get positions in different ways this is clearly tricky.

James

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