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 (sit@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 as 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.

