## Subject: Re: Determining window types Posted by Andrew Cool on Thu, 19 Dec 2002 21:12:22 GMT

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1	<b>T</b>		
James	ıan	nın	wrote:
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>

- > 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.

>

- > James
- 1) Draw widget windows start from 32 by default. Or run a little utility

that returns all currently managed widgets and their particulars

in an array, eg: -

3 BASE test <No Uvalue defined> 4 DRAW 32 <No Uvalue defined> 3 TEST\_EVENT 3

- 1a) Which is interesting where are widget ids 1 and 2 for a simple base and draw widget test??? The base, 3, has the parent 0! Simple entering base=widget\_base() returns base as 3 in a new session.
- 2) Performing WSHOW on a pixmap generates an error that could be trapped.
- 3) Regular windows start from 0 by default should suffice unless

got more than 32 windows open at once.

Andrew			

Not high tech, but may suffice.

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