
Subject: Re: Determining window types

Posted by [Andrew Cool](#) on Thu, 19 Dec 2002 21:12:22 GMT

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James Tappin wrote:

>
> 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>      0
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 you've got more than 32 windows open at once.

Not high tech, but may suffice.

Andrew

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