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Subject: widget IDs ever zero?

Posted by [Benjamin Hornberger](#) on Thu, 09 Sep 2004 19:19:18 GMT

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Hi all,

just to make sure before I run into trouble -- a widget ID will never be zero, right? I want to use it for a program to know whether or not some other widget program exists. Zero would mean the widget doesn't exist, and if it does exist, the variable would hold the actual widget ID of the TLB.

Thanks,  
Benjamin

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