Subject: Re: widget IDs ever zero?
Posted by algosat on Fri, 24 Sep 2004 00:49:23 GMT

>>
>> what if you dont have, or you lose, the widget id of a widget that is
>> realized? how do you find it again?
>
> How about this:
>
>   for i=0,10000 do $
>   if widget_info(i, /VALID) && widget_info(i, /REALIZED) then print, i
>
> Then it's up to you to work out which is which!
>
> But I must say I've never actually wanted to do this.
>

I managed to find a solution yesterday after posting the message. I
have created a function that lets the user find the widget ID of any
realized widget by specifying the uname of the widget, rather than an
id (which is the thing I lost in the first place), and lets face it we
are more inclined to know the uname of our desired widget rather than
the user id. We only want the widget ID on demand as per-normal. This
has been great for set routines on compound widgets, finding the id of
the widget containing the state (without having to maintain a constant
link with the tlb). I will post it later today (WIDGET ID FINDING
FUNCTION), let me know what you think. I am a little bit amazed that
this isnt elsewhere (hope im not reinventing the wheel here).

Cheers
Andrew