
Subject: Re: widget IDs ever zero?

Posted by [Mark Hadfield](#) on Thu, 23 Sep 2004 02:43:08 GMT

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Andrew Rodger wrote:

>

> 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.

If you want to find and destroy dangling widgets,

```
  widget_control, /RESET
```

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