
Subject: Re: How to know a window id is valid

Posted by [Peter Mason](#) on Fri, 20 Sep 1996 07:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

On 19 Sep 1996, Gary Fu wrote:

- > Is there a command to tell that a window id created by a
- > draw window widget is valid for WSET to use ?

I don't know of a neat way to do this. I use the following hack:

```
function draw_valid,draw
;returns 1 if the draw-widget or plot-window ID in DRAW is valid, else 0
catch,e &if (e ne 0) then return,0
wshow,draw
return,1
end
```

It works with plot windows and draw widgets (regular and pixmap).

(Use WIDGET_CONTROL,draw_widget_id,GET_VAL=draw to get the draw ID of a draw WIDGET.)

It has the side-effect of de-iconising the window and bringing it to the foreground. (Something you might want to do anyway if you're about to plot to the thing.)

Peter Mason
