
Subject: Re: How to know a window id is valid
Posted by [thompson](#) on Thu, 19 Sep 1996 07:00:00 GMT
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gfu@shark.gsfc.nasa.gov (Gary Fu) writes:

> Hello,

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

The call

DEVICE, WINDOW_STATE=WIN_STATE

returns an array into the variable WIN_STATE, with 0 for windows that don't exist, and 1 for windows that do. One can then use a statement like

VALID = WIN_STATE(WINDOW_ID)

to return whether or not the window is valid.

Bill Thompson
