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Subject: Re: Obtain all child widgets

Posted by [DavidF\[1\]](#) on Mon, 20 Aug 2012 18:32:05 GMT

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Russel writes:

> Ok, this must be easy and I'm just having "one of those days". I have a widget hierarchy, and it creates a series of buttons using the /menu feature in widget\_button. But, I'd like to get the widget IDs of all the children. Suppose:

```
>
>
>
> base=widget_base(/col)
> but=widget_button(base,value='top',/menu)
> but1=widget_button(but,value='First level',/menu)
> b11=widget_button(but1,value='First button',uval='firstbutton',group=but)
> b12=widget_button(but1,value='Second button',uval='secondbutton',group=but)
> but2=widget_button(but,value='First level',/menu)
> b21=widget_button(but2,value='First button',uval='firstbutton',group=but)
> b22=widget_button(but2,value='Second button',uval='secondbutton',group=but)
```

> Now, I'd like to call something which will take as input the variable 'but' (as above) and return (in this example) a four element vector of widget IDs. I know widget\_info(/child) but that only returns the first child. I suppose I could "nest" the group leaders, where the current button has the previous as a leader. Then just recursively call widget\_info(/child), but that seems like a lot of work and requires the children be "serially" listed.

> I've scoured the widget\_info and widget\_control pages. It really feels like this should not only be possible, but pretty simple. I must be missing something...

You aren't missing anything. :-)

> Any ideas?

Take all those keystrokes where you are typing "group=but" (not needed) and use them to save the button IDs you are interested in retaining into the info structure of your program. Or, not. I haven't used button IDs in 10 years, probably. I just use the button value in my button event handlers. Makes the code \*much\* easier to read! ;-)

Cheers,

David

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