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Subject: Re: Q: testing if windows exist  
Posted by [peter](#) on Fri, 04 Apr 1997 08:00:00 GMT  
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Iarla Kilbane-Dawe (iarla@atm.ch.cam.ac.uk) wrote:

: Hi,

: Does anyone have any suggestions as to how I can go about testing to see  
: if a window exists? Specifically I'd like to test to see if a pixmap  
: window exists to save opening another one.

If you have the number of the window, say w, then use

device, window\_state=window\_state

and check the value of window\_state(w).

Peter

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