
Subject: Determining window types

Posted by [James Tappin](#) on Thu, 19 Dec 2002 12:41:40 GMT

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Is there any way of determining whether a graphics window is:

- 1) A draw widget
- 2) A pixmap or
- 3) A regular window?

While "device, window_state=wstat" is useful to prevent trying to do illegal operations on on-existent windows, there are sufficient differences between the 3 types of window it would be very useful to be able to distinguish from within a program.

James

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| James Tappin      | School of Physics & Astronomy | O__  |
| sjt@star.sr.bham.ac.uk | University of Birmingham    | -- V |
| Ph: 0121-414-6462. Fax: 0121-414-3722          |      |
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Subject: Re: Determining window types

Posted by [Andrew Cool](#) on Thu, 19 Dec 2002 21:12:22 GMT

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James Tappin wrote:

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- >
- > James

1) Draw widget windows start from 32 by default. Or run a little utility

that returns all currently managed widgets and their particulars

in an array, eg : -

3 BASE test <No Uvalue defined> 0
4 DRAW 32 <No Uvalue defined> 3 TEST_EVENT 3

1a) Which is interesting - where are widget ids 1 and 2 for a simple base and draw widget test??? The base, 3, has the parent 0! Simple entering base=widget_base() returns base as 3 in a new session.

2) Performing WSHOW on a pixmap generates an error that could be trapped.

3) Regular windows start from 0 by default - should suffice unless you've got more than 32 windows open at once.

Not high tech, but may suffice.

Andrew

Andrew D. Cool
Electromagnetics & Propagation Group
Intelligence, Surveillance & Reconnaissance Division
Defence Science & Technology Organisation
PO Box 1500, Edinburgh
South Australia 5111

Phone : 061 8 8259 5740 Fax : 061 8 8259 6673
Email : andrew.cool@no-spam.dsto.defence.gov.au
Please remove the no-spam from my email address to reply ;-)
