
Subject: valid vs managed widget

Posted by [btt](#) on Tue, 20 Jul 2004 13:33:47 GMT

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

Hello,

When I want to have a particular GUI realized only once (say for a GUI based object property editor) I have always used ...

```
If WIDGET_INFO(myWidgetID, /VALID_ID) EQ 1 BEGIN
  WIDGET_CONTROL, myWidgetID, /SHOW
  RETURN
END
```

But this morning the heavy fog out on the bay has crept into my mind and filled it with a nagging doubt; should I be testing if IDL is already managing the widget ID instead? Some combination? And just what is the difference between a VALID ID and a MANAGED ID?

Here's the online description of each keyword to WIDGET_INFO.

VALID_ID

Set this keyword to return 1 if Widget_ID represents a currently-valid widget. Otherwise, 0 is returned.

MANAGED

Set this keyword to return 1 if the specified widget is managed, or 0 otherwise.

Thanks!

Ben
