
Subject: Re: widget IDs ever zero?

Posted by [Paul Van Delst\[1\]](#) on Thu, 09 Sep 2004 19:51:30 GMT

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Benjamin Hornberger wrote:

> Hi all,
>
> just to make sure before I run into trouble -- a widget ID will never be
> zero, right?

I don't know. I don't see why a value of zero couldn't be a valid ID.

If you have the widget ID, why not use the WIDGET_INFO function with the ACTIVE keyword set. Then you don't have to worry about what a widget ID value actually means. That will tell if the widget ID is realized/managed/etc.

paulv

Subject: Re: widget IDs ever zero?

Posted by [Rick Towler](#) on Thu, 09 Sep 2004 23:27:37 GMT

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Paul Van Delst wrote:

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> ACTIVE keyword set. Then you don't have to worry about what a widget ID
> value actually means. That will tell if the widget ID is
> realized/managed/etc.

Take Paul's advice, it's probably a better approach. But to answer your Q yes, a widget ID will never be 0.

-Rick

Subject: Re: widget IDs ever zero?

Posted by [algotat](#) on Thu, 23 Sep 2004 01:30:07 GMT

>> I don't know. I don't see why a value of zero couldn't be a valid ID.
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>> If you have the widget ID, why not use the WIDGET_INFO function with the
>> ACTIVE keyword set. Then you don't have to worry about what a widget ID
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>> realized/managed/etc.

what if you dont have, or you lose, the widget id of a widget that is
realized? how do you find it again?

Andrew
