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:

> 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.

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 algosat on Thu, 23 Sep 2004 01:30:07 GMT

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- >> 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.

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

Andrew