
Subject: widget IDs ever zero?

Posted by [Benjamin Hornberger](#) on Thu, 09 Sep 2004 19:19:18 GMT

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Hi all,

just to make sure before I run into trouble -- a widget ID will never be zero, right? I want to use it for a program to know whether or not some other widget program exists. Zero would mean the widget doesn't exist, and if it does exist, the variable would hold the actual widget ID of the TLB.

Thanks,
Benjamin

Subject: Re: widget IDs ever zero?

Posted by [Mark Hadfield](#) on Thu, 23 Sep 2004 02:43:08 GMT

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Andrew Rodger wrote:

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

How about this:

```
for i=0,10000 do $  
  if widget_info(i, /VALID) && widget_info(i, /REALIZED) then print, i
```

Then it's up to you to work out which is which!

But I must say I've never actually wanted to do this.

If you want to find and destroy dangling widgets,

```
  widget_control, /RESET
```

--

Mark Hadfield "Ka puwaha te tai nei, Hoesa tatou"

m.hadfield@niwa.co.nz

National Institute for Water and Atmospheric Research (NIWA)

Subject: Re: widget IDs ever zero?

Posted by [algotat](#) on Fri, 24 Sep 2004 00:49:23 GMT

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> Then it's up to you to work out which is which!
>
> But I must say I've never actually wanted to do this.
>
```

I managed to find a solution yesterday after posting the message. I have created a function that lets the user find the widget ID of any realized widget by specifying the uname of the widget, rather than an id (which is the thing I lost in the first place), and lets face it we are more inclined to know the uname of our desired widget rather than the user id. We only want the widget ID on demand as per-normal. This has been great for set routines on compound widgets, finding the id of the widget containing the state (without having to maintain a constant link with the tlb). I will post it later today (WIDGET ID FINDING FUNCTION), let me know what you think. I am a little bit amazed that this isnt elsewhere (hope im not reinventing the wheel here).

Cheers
Andrew

Subject: Re: widget IDs ever zero?
Posted by [David Fanning](#) on Fri, 24 Sep 2004 07:40:12 GMT
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Andrew Rodger wrote:

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> have created a function that lets the user find the widget ID of any
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> link with the tlb). I will post it later today (WIDGET ID FINDING
> FUNCTION), let me know what you think. I am a little bit amazed that
> this isnt elsewhere (hope im not reinventing the wheel here).
```

Have you tried running more than one widget program at a time, Andrew, each with the same UNAME for the storage widget? I'm thinking your program might become a bit confused at that point. :-)

Which of the several managed widgets, each with the same UNAME should you return?

Cheers,

David

Subject: Re: widget IDs ever zero?

Posted by [algotat](#) on Sat, 25 Sep 2004 01:35:50 GMT

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> Have you tried running more than one widget program at a time,
> Andrew, each with the same UNAME for the storage widget? I'm
> thinking your program might become a bit confused at that point. :-)
>
> Which of the several managed widgets, each with the same UNAME
> should you return?
>

I think the code in its current form would get mighty confused :)
I only imagine this happening when multiple instances of the same widget are running on the same computer. In my case this is not often (never to date).

Otherwise I reference the state data for any given widget by

```
widget_control,widget_info(find_wid('specific_tlb'),/CHILD), get_uvalue=state
```

This of course will still suffer the same problem when two or more instances of the same program are running. This is something I will have a think on though.

If I am only running a single version of a GUI (and associated popups) then I try and avoid generic names for the uvalue. If I am using a CW I am usually passing in the uname. Works well in these situations.

Cheers

Andrew
