

New Technical Notes

Macintosh



®

Developer Support

FindDItem

Toolbox M.TB.FindDItem

Revised by:

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`FindDItem` is a potentially useful call which returns the number of a dialog item given a point in local coordinates and a dialog handle. It returns an item number of `-1` if no item's rectangle overlaps the point. This is all well and good, except you don't get back quite what you would expect.

The item number returned is zero-based, so you have to add one to the result:

```
theitem := FindDItem(theDialog, thePoint) + 1;
```

Further Reference:

- The Dialog Manager