



**rmp\_delete\_widget**

```
void rmp_delete_widget(  
    RMP_WIDGET widget)
```

The *rmp\_delete\_widget* routine deletes the given *widget* and releases its associated resources.

**rmp\_action**

```
int rmp_action(  
    RMP_WIDGET widget,  
    uint action,  
    void *data)
```

The *rmp\_action* routine sends an *action* to the given *widget*. Along with the action a data portion in *data* will be passed to the widget.

**rmp\_widget\_lookup\_name**

```
RMP_WIDGET rmp_widget_lookup_name(  
    const char *name)
```

The *rmp\_widget\_lookup\_name* routine searches for a widget with the given *name*. If the widget is found, a handle to the widget will be returned. This function will search the *complete* list of widgets known on the system.

**rmp\_data\_widget\_new**

```
RMP_WIDGET rmp_data_widget_new(  
    uint wsize,  
    uint dsize,  
    char *name)
```

The *rmp\_data\_widget\_new* routine creates a new data widget with the name *name* and returns its handle. This function should not be called directly, but through the macro *RMP\_DATA\_WIDGET\_NEW*.

**rmp\_data\_widget\_data\_change**

```
void rmp_data_widget_data_change(  
    RMP_WIDGET widget)
```

The *rmp\_data\_widget\_data\_change* routine will send a *data change action* to the widget *widget*.

**rmp\_data\_widget\_data**

```
void *rmp_data_widget_data(  
    RMP_WIDGET widget)
```

The *rmp\_data\_widget\_data* routine returns the data portion of the data widget *widget*.