

NAME

Blt_TreeGetNode – Finds the node from the ID.

SYNOPSIS

```
#include <bltTree.h>
```

```
Blt_TreeNode
```

```
Blt_TreeGetNode(tree, number)
```

ARGUMENTS

Blt_Tree	<i>tree</i>	(in)	Tree containing the requested node.
unsigned int	<i>number</i>	(in)	Serial number of the requested node.

DESCRIPTION

This procedure returns a node in a tree object based upon a give serial number. The node is searched using the serial number.

The arguments are as follows:

<i>tree</i>	The tree containing the requested node.
<i>number</i>	The serial number of the requested node.

RETURNS

The node represented by the given serial number is returned. If no node with that ID exists in *tree* then NULL is returned.

EXAMPLE

The following example gets the node from a serial number.

```
unsigned int number;
Blt_TreeNode node;
Blt_TreeToken token;
...
node = Blt_TreeGetNode(token, number);
if (node == NULL) {
    printf("no node with ID %d exists\n", number);
} else {
    printf("node found: label is %s\n", Blt_TreeNodeLabel(node));
}
```

KEYWORDS

Tcl_TreeCreateNode, Tcl_TreeDeleteNode