
Subject: Re: Widget draw problems...

Posted by [Pavel Romashkin](#) on Thu, 29 Apr 1999 07:00:00 GMT

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- > But I've been racking my brain unsuccessfully
- > trying to think of a reason to destroy a draw widget. :-(

Speaking about the reasons: I put in the /destroy on a draw widget once as a response of the application to a very reckless user action, so that an over-excited user could notice that he did something very wrong, if it caused half of the application to collapse and the rest lost any symmetrical shape. I did not try to recover the application after that though, just made it quit totally after another mouse click (which most people do instinctively when something goes wrong). I couldn't think of any other reason...

cheers,
Pavel
