
Subject: Re: Passing info and destroying widgets...
Posted by [davidf](#) on Mon, 21 Jun 1999 07:00:00 GMT
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Robert King (kingrj2@bp.com) writes:

```
> I eventually created a separate event handler to destroy the widgets, eg
>
> Pro kill_widgets, event
>   Widget_Control, event.top, /DESTROY
> END
>
> This worked with no errors!
>
> I'd like to know if there is another way around this problem as it seems
> rather strange behavior.
```

"Strange" is not the word that comes to my mind when something works with no errors. I would think it is "strange" to destroy the top-level base and then imagine you could stick something in its non-existent user value. But, then, that's just me. :-)

I used to write elaborate work arounds for this problem, sometimes using WIDGET_INFO to make sure the top-level base is still living before I stuffed something into it:

```
IF WIDGET_INFO(event.top, /Valid_ID) THEN $
  WIDGET_CONTROL, event.top, Set_UValue=info, /No_Copy
```

But now I **always** have a separate event handler for the QUIT button that does nothing but destroy the top-level base. As Struan notes, all your clean-up should be done in a CLEANUP routine. Doing it anywhere else means you are going to miss it at least half the time.

I like this object-like programming approach. It's simple, it's elegant, and it works like a charm. :-)

Cheers,

David

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