
Subject: Re: Passing info and destroying widgets...
Posted by [Robert King](#) on Mon, 21 Jun 1999 07:00:00 GMT
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Martin,

Thanks for the help, it's obvious now! I was thinking in a short-sighted way - although the widgets don't exist after that point the program does continue of course..

Regards,
Robert

> seems to me as if the problem with your routine lies in the statement
> AFTER the case construct: there you make another reference to event.top
> which no longer exists. What you could do is:
> [...]
