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Subject: Re: Passing info and destroying widgets...

Posted by [Martin Schultz](#) on Mon, 21 Jun 1999 07:00:00 GMT

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Robert King wrote:

>  
> Hi Dirk,  
>  
> I think that I came across this exact same problem only yesterday! I was  
> using one event handler to manage all my events including exit/quit events  
> where the widget hierarchy is destroyed, i.e. something like  
>  
> ;-----  
>  
> Pro my\_event\_handler, event  
> Widget\_Control, event.top, GET\_UVALUE=info, /NO\_COPY  
> Widget\_Control, event.id , GET\_UVALUE=button  
>  
> CASE button OF  
> 'Open' :BEGIN  
>     ....  
>         END  
> 'Save' :BEGIN  
>     ....  
>         END  
> 'Quit' :BEGIN  
>     SET\_UVALUE=info,/NO\_COPY  
>     Widget\_Control, event.top,/DESTROY  
>     END  
> ENDCASE  
> Widget\_Control, event.top, SET\_UVALUE=info, /NO\_COPY  
> END  
>  
> [...]

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:

```
WIDGET_ACTIVE=1
CASE button OF
...
'Quit' :BEGIN
    Widget_Control, event.top, /DESTROY
    WIDGET_ACTIVE=0
    END
ENDCASE
```

```
IF (WIDGET_ACTIVE) THEN $  
  Widget_Control, event.top, SET_UVALUE=info, /NO_COPY
```

It just doesn't make sense to set a UVALUE in a widget that no longer exists.

Regards,  
Martin

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