
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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