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

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Here's something i can't figure out... I'm following the advice of DF and communicating between my widgets with info structures. All is well, but now i want to pass the info structure from the event handler back to the parent widget with

```
WIDGET_CONTROL, event.top, SET_UVALUE=lines, /NO_COPY
```

and then destroy the widget. But you can't do this, because WIDGET_CONTROL (i think) dereferences event.top so that

```
WIDGET_CONTROL, event.top, /DESTROY
```

fails since it doesn't know where to look. (you can't even put in a dummy to hold the event.top number, the widget itself is gone from that id)

Unfortunately, you can't /DESTROY the top widget first and expect to set it's UVALUE later, either. So what do i do here? I tried putting a flag in my info structure to trigger the base widget destruction back in the widget definition level (not in the event handler), but i can't figure out when the program would be able to look at that newly inserted flag.

Thanks for your help. - Dirk
