Posted by dirk on Sun, 27 Jun 1999 07:00:00 GMT

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First off, i want to thank David, Liam, and all the rest who helped me with my
question about how to retain data after a widget has been destroyed. I think i
was partially confused to begin with, but somehow the answers cleared things up
anyway.

Now! I have a widget that allows a user to select an ascii data file and read
it into a structure. Lets say widget#2 queries that structure and performs some
operations based on the data, and then widget#2 is destroyed.

Ideally, i would like the user (me) to be able to choose a new data file, read it
in, and query it, but i keep get the conflicting data structures error.   Even
if i exit the program and rerun it, it seems like that structure is still hanging
around. I can't figure out how or where to zero it out! What am i missing?

Thanks! - dirk