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Subject: Re: fsc\_surface update  
Posted by [balogna](#) on Wed, 14 Jul 2004 17:36:20 GMT  
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Well I figured that updating the data would be no easy task, but I would like to be able to at least kill the old window when I open a new one. I thought I could do this with the window ID but I am unfamiliar with 'object graphics', so I don't know. Basically is there anyway for me to kill the window from within my program?

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