
Subject: widget_control, event.TOP, /destroy
Posted by [Nikki Bloms](#) on Thu, 01 Jun 2006 15:02:47 GMT
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Hello newsgroup,

I'm a beginning IDL user (still?), that is making a widget program. As with most widget programs, I have a couple of instances where I call widget_control, event.TOP, /destroy to destroy the top level base. However, in one portion of the code, once the top level base has been destroyed, the code continues to progress.

Here is a portion of the code:

```
errmsg = dialog_message(msg, /center, /question, title=$
'Please pick a set of DICOM files')
CASE errmsg OF
'Yes': ;---retrieves filepath of select dicom files
'No': widget_control, event.TOP, /destroy
ENDCASE
```

The next item in the event code is the creation of a dicom object from the selected files retrieved in case of 'Yes'. If 'No' is selected in the dialog_message, the code returns the following error message.

```
"XMANAGER: Caught unexpected error from client application. Message
follows...
OBJ_NEW: Error: Unable to locate file (filename argument) ,"
```

Why does the code keep progressing when I call /destroy? I've searched through the newsgroup archives, as well as the Online Help and haven't really found anything that might explain this.

Thanks in advance,
Nikki
