Subject: killing non-modal widgets
Posted by btt on Fri, 09 Jun 2006 15:17:33 GMT

Hello,

I am struggling with unexpected behavior in widget application.
Sometimes I can't kill the widget by clicking on the system close
button. The widget is built from a number of GUI objects that can be
realized independently or as part of a "master" GUI. All of the
component object GUIs have kill event callbacks via KILL_NOTIFY. The
widget components operate and communicate as I expect when they are
realized in one big widget and when they are realized on their own...
excpet for the system close button thing.

Now, the really funny thing... the behavior isn't consistent. Yikes!
Sometimes I *can(kill the widget by using the OS's close button.

So, I guess I am fishing for an ideas of where to look first. Thoughts?

Thanks!
BEn