
Subject: Re: Canceling or clearing TIMER events
Posted by [Michael Galloy](#) on Fri, 07 Sep 2007 17:14:11 GMT
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On Sep 7, 9:38 am, David Fanning <n...@dfanning.com> wrote:

> M. Katz writes:
>> The IDL Help explanation of CLEAR_EVENTS isn't clear enough to say
>> whether it applies in this case. I can envision a case where the user
>> closes the widget, and then the event arrives all dressed up with
>> nowhere (no valid widget IDs) to go.
>
> I would guess this is what happens. CLEAR_EVENTS will clear
> events that are on the event queue, but your timer event hasn't
> been dispatched to the queue yet, so it can't be cleared.
>
> I'd say you will probably have to put a KILL_NOTIFY on
> your TLB and delay destroying the widget until that last
> timer event shows up.
>
> Cheers,
>
> David
>
> P.S. Of course, there is always the chance that IDL is
> smart enough to NOT send the timer to a widget that
> doesn't exist, but I would think the chance is vanishingly
> small. :-)

In my simple test case below, it seems like IDL is smart enough not to send an event to widget that doesn't exist. At least I get no error messages when I kill the widget between events (i.e. with an event still "out there"). Did you just want to clean up properly or was there something you need to do with that event?

```
pro test_event, event
  print, 'Got event'
  widget_control, event.id, timer=5.0
end
```

```
pro test
  tlb = widget_base(/column)
  draw = widget_draw(tlb)
  timer = widget_base(tlb, uname='timer')

  widget_control, tlb, /realize
  widget_control, timer, timer=5.0
```

```
xmanager, 'test', tlb  
end
```

Mike

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