
Subject: Re: Ghost Widgets!

Posted by [David Fanning](#) on Tue, 30 Aug 2011 20:22:53 GMT

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pfp writes:

> This is what I was expecting. Is this not the same problem of the
> widgets being halted by the breakpoint as
>
> http://www.idlcoyote.com/misc_tips/breakptrun.html
>
> ?

Probably, but shouldn't the "kill" event still be registered (after all, it *has* occurred!) when the program resumes with the RETALL? It seems to me a call-back is a different sort of an animal from a simple widget event.

Cheers,

David

--

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")
