
Subject: Re: KILL_NOTIFY Programs

Posted by [davidf](#) on Wed, 29 Jan 1997 08:00:00 GMT

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Scott Koch writes:

- >
- > Does anybody out there have any experience using the KILL_NOTIFY keyword
- > in the IDL widget_base command? I would like to use it in my IDL widget
- > application, but the KILL_NOTIFY program I specify never seems to execute
- > when the given base widget is destroyed.
- >
- > Has anybody else experienced this, or am I suffering from operator error?

Clearly operator error. When I used to use KILL_NOTIFY improperly like this, the whole computer needed to be rebooted. :-)

David Foster correctly points out that you should definately **not** use KILL_NOTIFY with a widget hierarchy that is being managed by XMANAGER. The correct procedure would be to use the CLEANUP keyword to XMANAGER to assign a clean-up routine to the top-level base.

I didn't realize, as David points out, that the value of the KILL_NOTIFY keyword is overwritten. I just noticed that things when quickly downhill when I used it.

However, I **do** use KILL_NOTIFY with widget programs that are being managed by XMANAGER. For example, I often have detached graphics windows associated with my widget programs. These windows often exist in their own top-level bases that are **not** managed by XMANAGER. In other words, I just create and realize them. I don't call XMANAGER to put their top-level bases on the list of hierarchies being managed by XMANAGER.

Sometimes these windows have data, pixmaps, and other things associated them that need to be cleaned up if the window is destroyed. I will assigne a clean-up procedure to these windows with KILL_NOTIFY.

Hope this clarifies things a bit. The documentation is just the slighest bit unclear about this. (What kind of smiley face do you use to indicate irony?) :-^) ... or something.

Cheers!

David

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