Scott Koch wrote:

>
> 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?
>

In the IDL help, under WIDGET_BASE:

KILL_NOTIFY

Note that the procedure specified is used only if you are not using
the XMANAGER procedure to manage your widgets.

...

If you use the XMANAGER procedure to manage your widgets, the value of
this keyword is overwritten. Use the CLEANUP keyword to XMANAGER to
specify a procedure to be called when a managed widget dies.

Dave
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