
Subject: KILL_NOTIFY Programs

Posted by [tsk](#) on Tue, 28 Jan 1997 08:00:00 GMT

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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?

Scott Koch
