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Subject: Re: IDL Hard Crashing

Posted by [Matthew Argall](#) on Wed, 05 Mar 2014 00:08:26 GMT

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I ran into this problem once before. In my program, all of the widgets had a Kill\_Notify event handler destroyed the object it was associated with. In my primary object program, I mistakenly had the cleanup method destroy the objects associated with the widgets from top down.

As a concrete example, say I had a window widget/object and a top level base widget/object. Killing the top level base widget also kills all its child widgets (the window widget). The Kill\_Notify event handler then destroys the associated object.

But what I was doing is destroying the window widget/object first, so that when the top level base widget was destroyed, the window no longer existed when the base tried to kill it. That is what generated the error.

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