
Subject: Re: IDL Hard Crashing

Posted by [David Fanning](#) on Wed, 05 Mar 2014 01:38:50 GMT

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Matthew Argall writes:

>
> 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.

This sounds about right. Thanks. I'll look into it.

Cheers,

David

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

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